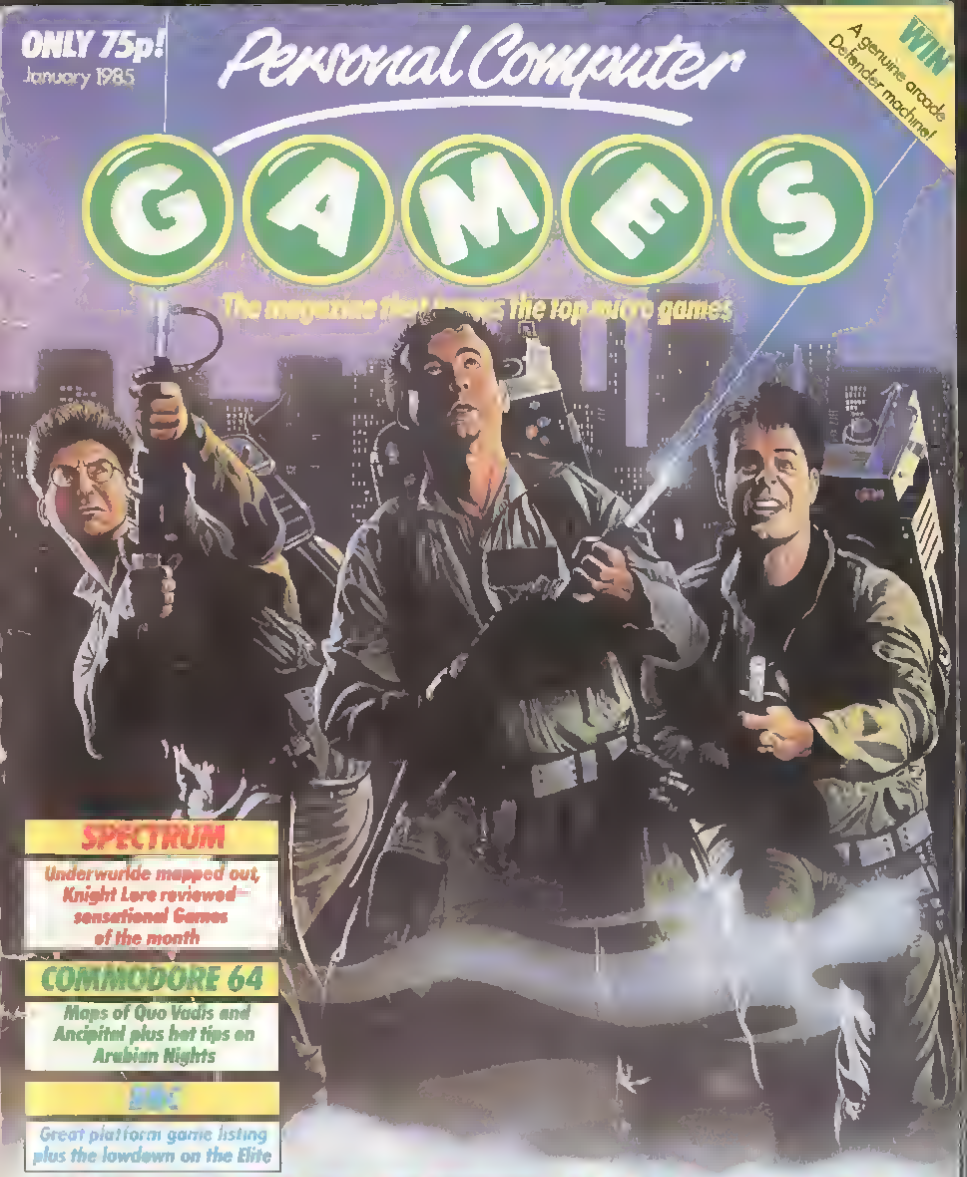
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Underwurlde mapped out, Knight Lore reviewed – sensational Games of the month

COMMODORE 64

Maps of Quo Vadis and Ancipital plus hot tips on Arabian Nights

BBC

Great platform game listing plus the lowdown on the Elite

GHOSTBUSTERS


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TITLE SCREEN

SPECTRUM

52 *Knight Lore* the fantastic 3D adventure from Ultimate
134 PCG's map of the massive *Underwurlde* with *Knight Lore* our joint Game of the Month
105 *Production Line* – a great platform game for you to type in

COMMODORE 64

54 *Ghostbusters* and *Pss Warrior* head the stack of hot reviews
130 Illustrated playing tips for *Tales of the Arabian Nights, Ancipital, Potty Pigeon, The Guardian.*
136 A remarkable map of the entire 1000 screen playing area of *Quo Vadis.*

BBC/ELECTRON

129 Playing tips on *The Elite*, Acornsoft's incredible space blockbuster
98 Type in this remarkable BBC listing and get that *Monster Mania.*

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43 Win 25 games of your choice plus great *Ghostbuster* goodies in our magic competition.

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41 You want to know what the New Year holds? These are not entirely serious predictions

WIN AN ARCADE MACHINE

44 You could pick up a genuine *Defender* arcade machine in this great Taskset competition.

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Our letters to you, details of a great competition, the low down on the *Fall Guy* and our guide to computer mag jargon

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RYTE-RACK 25
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COMPETITION 43
They get juicier every month – this time you could pick up 25 programs of your choice or a genuine *Defender* [illegible]

SCREEN TEST 51
Reviews and authoritative games reviews. Commando from the PCG panel, screen shots, detailed ratings, PCG hits, and (gasp!) TWO Games of the Month.

PROGRAM LIBRARY 98
This month we print two great platform game listings for the Spectrum and BBC

ADVENTURE-WORLD 111
Five pages for adventure lovers from the White Wizard. News, reviews, tips and helpline.

CHALLENGE CHAMBER 121
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TRICKS 'N TACTICS 129
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FINAL CONFLICT 146
The race is on to move seven fighting units and bring nation wide war game.

ARCADE ANGLE 152
Reviews of *I Robot, Circus Charlie, Star Force, Return of the Jedi* plus expert tips on *Defender*

BROD BUY 155
The list of games which have the full PCG seal of approval. Listed [illegible]



If you're tough, you'll still need to be tougher. If you're quick, you'll still need to be quicker. If you're smart, you'll still need to be smarter.

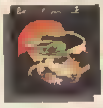
Because CBS Computer Software is here with EPYX – a range of action-strategy programs from the US that will make whatever you've played before look like just a game.



PIT STOP
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...rmidable graphics, ...s...n and speed... A spectacu...r mixture o...puzzle-solving ...venture and ...lace style ...ctio...



BREAKDANCE
...the mus...and m...ienter...ne image that'll sweep g...he ...s... brought slap bo...p to your TV screen.

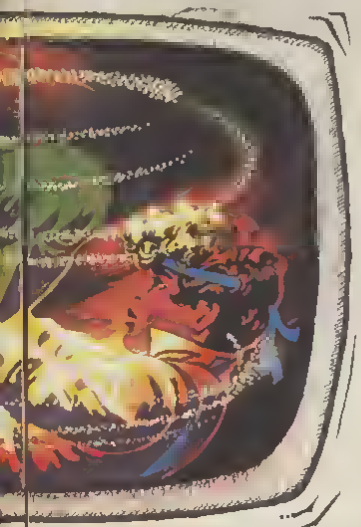


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Running, jumping, climbing all incredible 3D arcade games all rolled into one with great graphics, colour and sound



DRAGONRIDERS OF PERN
Based on the science fiction best seller by Anne McCaffrey. Breathtaking graphics combine with gripping adventure and puzzles



LUNAR OUTPOST
[illegible]

CBS ELECTRONICS SOFTWARE

EPYX

FOR COMMODORE 64

Available from all good software outlets. Authorised dealers order from The Software Sales Service on 0636 6433? CBS Computer Software, Ashbrook House, 35 Rathmore Place, London W1

Warning: these gar



mes show no mercy.

Acornsoft have now unleashed eight more merciless games onto unsuspecting BBC micro owners.

Ranging from 'Gateway to Karos' where putting a foot wrong could mean instant death. To the relentless antics of Drogna which could have you dying with laughter.

Gateway to Karos

An adventure game in which you'll need all your patience and ingenuity just to stay alive. Your objective is to find the Talisman of Khoronz but, whichever path you choose, you'll be beset by treachery. Serpents lie in wait and magical phenomenona are in abundance. Should you find the Talisman, you've still to find your way back.

Labyrinth

A superb real-time game with fast 3D graphics. As you guide Mork through the Labyrinth, he'll have to eat fruit to keep going. Crush the Tiger-Moths, shoot the Flitterbugs, dodge the Threshers and find the Magic Crystals which lead to new and more challenging levels of the Labyrinth.

Tetrapod

You're in an arena littered with dormant hazards, killer bees and other hostile creatures with whom you'll have to do battle to survive. But beware of your own laser bullets, as they bounce off the arena walls.

Drogna.

A game for two people – preferably with devious minds. There are two vaults containing diamonds and your job is to collect and transfer them to your home base. While your opponent is out collecting you could sneak in and steal his loot – but keep an eye out for him doing the same to you.

Crazy Tracer.

An arcade style game where you're in charge of a paint roller. Guide your roller around a maze of rectangles while evading monsters who are committed to destroying it. Gain extra rollers and bonus points by painting different objects. But you'll have to avoid running out of paint.

Volcano

Mount Crona has erupted after 150 years of silence. And your mission as an Emergency Rescue Helicopter Pilot is to save sightseers stranded on the slopes. Time is of the essence as the lava approaches the sightseers. But you'll have to take time to evade – or shoot – the boulders being hurled from the volcano.

Carousel

A re-creation of the fairground shooting gallery – with a difference. Shoot down all the ducks, owls and rabbits before you run out of ammunition. Watch out for the low-flying ducks. If you fail to shoot these, they'll steal your bullets and reduce your chances of success.

Meteor Mission

On an alien planet are six stranded astronauts. Launch your capsule from the Mothership and by avoiding – or shooting – meteors and alien craft, pick up the astronauts one at a time and return them to the Mothership.

All games – with the exception of Gateway to Karos which is currently only available on cassette – can be bought direct in either cassette or disc form. You will find all these programs at your local Acorn stockist. To find out where they are, or to order by credit card, simply ring 0933 79300 during office hours.

Alternatively, you can order the games by sending off the coupon below to Acornsoft, c/o Vector Marketing, London Road, Wellingborough, Northants NN8 2RL. Please allow 28 days for delivery.

To Acornsoft, c/o Vector Marketing, London Road, Wellingborough, Northants NN8 2RL.
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Kingdom of Hamil		
Tetrapod		
Drogna		
Crazy Tracer		
Volcano		
Carousel		
Meteor Mission		
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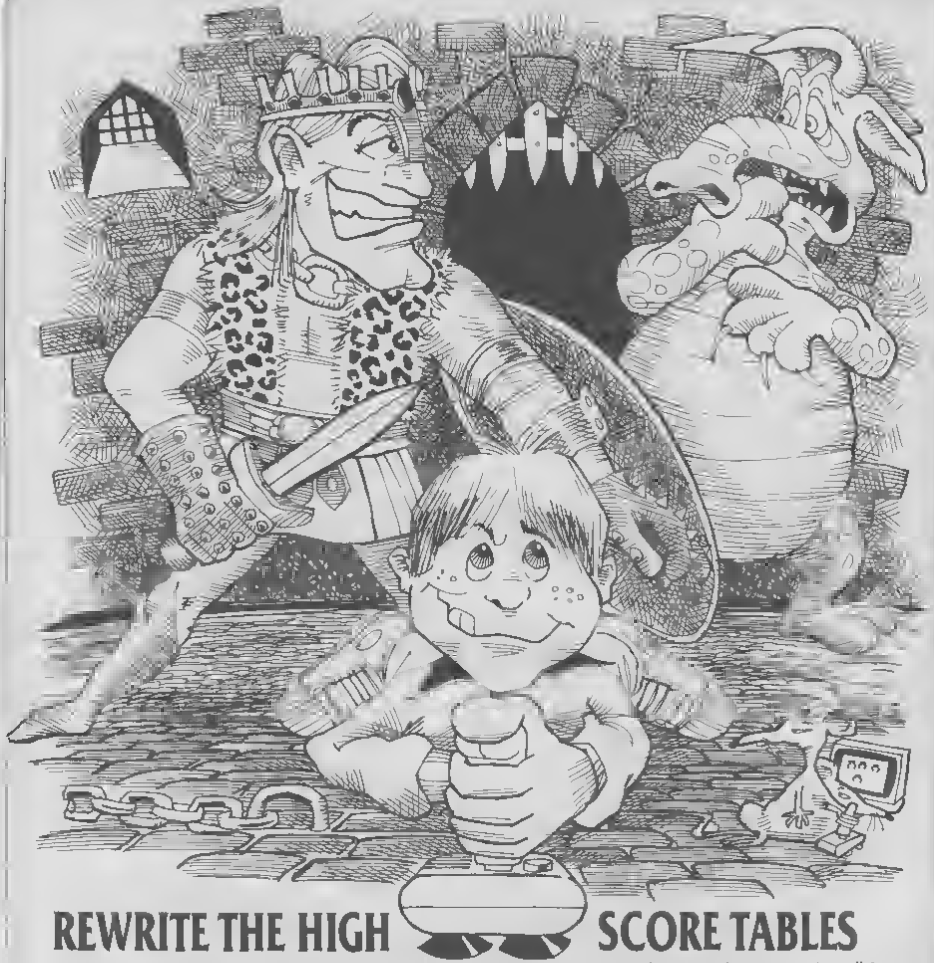
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QUO VADIS

Britain's oumber ooe hest selling CBM 64 game (Gallup) has oow got an eveo bigger prize to be won. If the winning eotry is received io The Edge offices after the 100,000th copy of tbe game has heen sold, then the winner will receive not only the Quo Vadis Sceptre (estimated value £10,000), but also £30,000 in cash!

Also for the CBM 64 from The Edge:

fred Quest

"... what a splendid entry into the market ..."
"... most impressive ... animation ... almost cinema cartoon quality"
"With more games of this quality,
The Edge are going to be a force to reckon with."
Rating 9/10, Personal Computer News, 3 Novemher 1984

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R.B.S.

A NEW GENERATION conversion utility developed from the acclaimed Hypersave-64. R B S converts virtually all your long loading cassette programs to TURBO-LOAD faster than the CBM disk drive. Multi-part and autorun programs are handled with ease. Converted programs load independently. No additional hardware, no pokes, no SYS calls, no user knowledge required. Load "The Hobbit" in 120 seconds. Tornado Lightning load, Fastback now obsolete. R B S will convert more programs than any competing utility. Cassette £7.50p

HYPERSAVE-64

Retaining the flexibility which the programmer demands Hypersave leaves you in control. 8 additional Basic commands. Save, load, verify up to 48K continuous Ram at HYPERSPEED with full error checking. Converted programs reload independently. Autorun facility. Hypersave also allows a small number of fast loading programs to be converted to Hyperload. Reviewed in Your 64 issue 2. Cassette £7.50p

DISKUS I

Introducing the new market leader. This is the simplest to use and most efficient tape to disk tansfer utility yet devised. No program rewriting is required and transferred programs will automatically run when loaded.

★ For single, multi, and autorun programs
★ Automatic filename handling
★ Efficient use of Disk space
★ No user knowledge required

Diskus 1 will handle several program types which other utilities ignore, including headerless files. A bonus program is included which will transfer a number of fast loading programs to disk. Cassette £9.99p

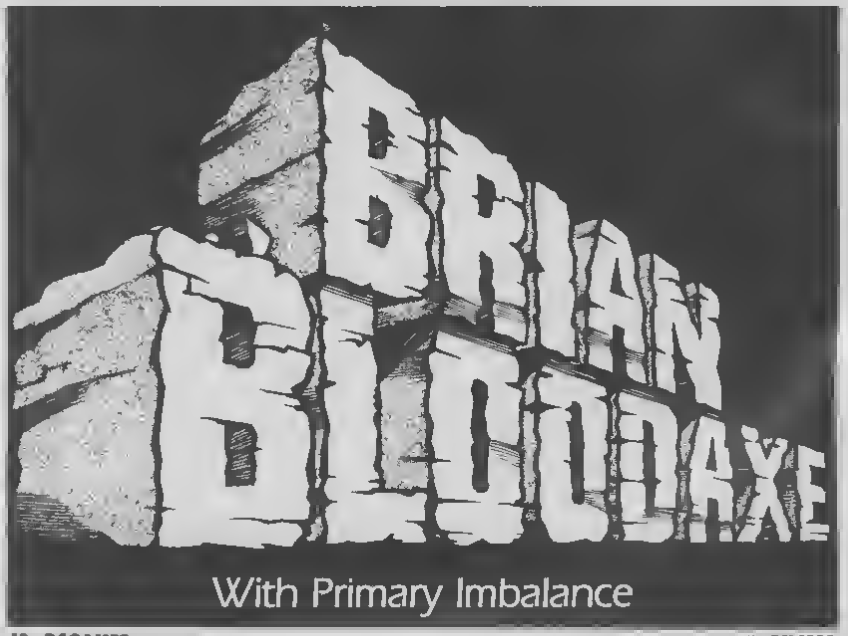
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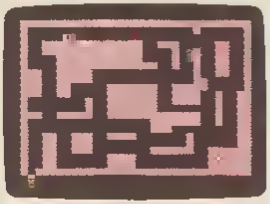
MICROMANIA, 4 OWER HIL ROAD PSOM, PHONE

Seeing is

See the pack–see the screen–see the game. See the difference the moment you pick up one of the games from Firebird's new Silver Range.

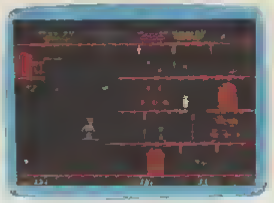
The difference is that our packs show the high quality you'll see on the screen when you play, so you know exactly what you're buying.

Here's a sneak look at three of the NEW games



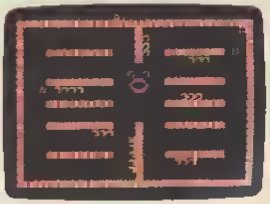
RUN BABY RUN

RUN BABY RUN is a demanding cop chase around five derelict locations You the getaway driver must dispose of six pursuing police cars and elude the seventh car's fire power to make good your escape It s not as easy as it sounds



BOOTY

Well shiver me timbers and splice the mainbrace and pass the grog me hearties Hara be the greatest pirate adventure of them all aboard that scourge of the Seven Seas – tha dreaded Black Galleon Feast yar eyes on the BOOTY-ful trassure stored in 20 holds Thara be pirates parrots and fun galore If you don t like it matey we ll hang you by the highest yard-arm!!!



CRAZY CAVERNS

Ten Crazy Caverns ten hungry mouths to feed Line up the Crunchy Cubes and cannon them into the Craving Craw Watch out for the Crazy Crashers coming to convert your little Cubey Crammer into a Crushed Crisp It s a cracker!

Look out for these games in the FIREBIRD silver range at selected high street stores

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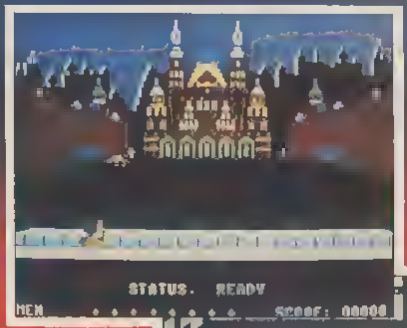
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commodore 64

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PSSST! COMPETITION EXTRA

So you think you can find your way round a map do you! You'd like to win a new game from The Edge would you! It's easy my friend it's easy Just look at our glorious map of The Edge's *Quo Vadis* printed in this issue (pp140 1) Now find the quickest way of exploring the entire game playing area and you could win your pick of the four games so far released by The Edge

The rules are simple You must plan a route which begins AND ends at the position marked Start at the top of the map To cover the entire playing area you simply have to ensure that you have passed through each double door on the map at least once When you have worked out what you think is the shortest route count the number of occasions on which you pass through a double door

To enter just send us – on a postcard (or write on the back of an envelope) the following information

1 Your name and address
2 The number of double doors you passed through
3 Which ONE of the following four games from The Edge you'd like to win
★ *Quo Vadis* (Commodore 64 PCG Game of the Month September)
★ *Psytraxx* (Spectrum 48K PCG Hit November)
★ *Fire Quest* (Commodore 64 – reviewed this issue)
★ *Star Bike* (Spectrum 48K reviewed last issue)

Post your entry to **Quo Vadis Competition, Personal Computer Games, 62 Oxford Street, London W1A 2HG** The closing date is January 21st The first 50 correct answers drawn out of a hat after that date will win the games

Dear Readers,

I was APPALLED to discover on my return from a month long holiday on the beaches of Hawaii that the PCG minions had been WHINGEING in public last month about the hard time they'd been having in my absence

I can see I've been too SOFT on them From my chair I can see the White Wizard hunched over his crystal orb monitor playing adventure games hour after hour whimpering in sickening delight each time he solves a problem He does it all day EVERY day It's got to stop

And the Chamber Master – you wouldn't credit it! He's become so JEALOUS of the high scores people keep sending him he spends office hours clazing at a joystick his face twisted into a hideous snarl, in a desperate (but doomed) bid to prove he's still a competent games player

Then there's young Miss Hemens REFUSES to do anything on the grounds that she has too many letters to answer from PCG readers RIDICULOUS There are never more than three sacks a day

There was only one thing for it readers Increase their workload This month I've introduced more pages than ever before More Tricks n Tactics more Adventureworld more competitions, more Arcade Angle There are even two games of the month HA! That showed them They've really had to WORK for once in their lives

Read the issue You'll see what I mean

Chris Anderson

Fall Guy let-down

If you're on the lookout for the *Fall Guy* competition we mentioned last month don't bother Sadly our plans to offer the prize of a ride on the back of a stunt bike have had to be dropped The story goes like this

● Elite makers of *Fall Guy* contact us with offer of great competition in return for prominent coverage of the game

● We say it depends on the program's quality We don't want to promote duff goods

● Elite's PR man Steve Wilcox, arrives at PCG office with early copy of *Fall Guy*

It has a great opening screen Wilcox says there will be 10 screens in the final version including some with platform action to add variety to the game

● We agree that the game as described could be a basis for a major competition and plan appropriate front cover illustration

● Two weeks later the final copy of *Fall Guy* arrives Shock! Horror! Only six screens all very similar – no platform action at all Oh yeah says Wilcox sorry we didn't have time to put in those other screens

● PCG Ed feeling badly misled decides the game isn't good enough to justify a front cover He tells Wilcox

● Elite pull out of competition

Cheer up competition lovers The *Ghostbusters* contest which we've brought [illegible]

Santa on the '64

Gremlins crept into December's hist ing for the Commodore 64, blotting out parts of the DATA lines We've reprinted the offending section be low Sorry for any trouble caused

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1000 DATA 162  0 189 65 3 133
250 189
1001 DATA 66 3 133 251 165 251
201 4
1002 DATA 144 48 201 6 176 44
76 89
1003 DATA 192 234 145 250 189
65 3 24
1004 DATA 105 40 157 65 3 189
66 3
1005 DATA 105 0 157 66 3 189 65
3
1006 DATA 133 250 189 66 3 76
102 192
1007 DATA 234 145 250 232 202
224 10 144
1008 DATA 193 96 169 4 157 66 3
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1009 DATA 10 157 65 3 134 253
24 101
1010 DATA 253 105 3 157 65 3 76
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133 251
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41 1
1015 DATA 208 13 173 1 208 201
50 144
1016 DATA 6 206 1 208 206 1 208
173
1017 DATA 0 220 41 2 208 13 173
1
1018 DATA 208 201 30 176 6 238
1 208
1019 DATA 238 1 206 173 0 220
41 4
1020 DATA 208 13 173 0 208 201
20 144
1021 DATA 6 206 0 208 206 0 208
173
1022 DATA 0 220 41 8 208 13 173
0
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PCG's cover cassette

The free cassette which came with last month's issue appears to have loaded unreliably on some people's Commodore cassette units If you had trouble with the tape you can return it to us and we'll send you another which should load better We'd hate you to miss out on those great 64 demo programs!

STRANGELOOP ODDITY

Those of you who think our competition for a holiday in New York (last issue) is impossible will be grateful for the following hint of information Location MB on the Strange Loop map is not all it appears It is possible to move through the horizontal platform at the point where it says (if you have good eye sight) Mind the Step This is indeed the only way of reaching location LA

In view of the consternation this has caused we are extending the closing date of the competition to January 21

UNDERWURLDE MAP

We're indebted to three [illegible] for game crackers from [illegible] d Ireland and Sw[illegible] ur great map f[illegible] w th issue Heaps [illegible] Mark Hearn f[illegible] Harward of [illegible] M ddl sex and Mark [illegible] Arbu[illegible]

Our mini program for extra lives on *Lunar Jetman* somehow sprouted an extra line in last month's issue The program should end at line 60 (so delete line 70)

Marks + Sparks

Marks and Spencer have joined the growing number of high street chain stores stocking home computer software Initially only Spectrum software is being stocked

The first three products are all two cassette packs retailing at £6 99 *Start to Program* is an introduction to computing *Games Maker* written by Quicksilva is a games designer and the Games Pack contains two games *Fearless Frank* and *Frozen Penguin* – converted from the BBC

EMULATOR? WHAT EMULATOR?

The Commodore emulator announced in our June issue seems unlikely to ever see the light of day Commodore 64 Reading Video Vault who were to sell the emulator says he has still not seen a working version of the hardware

After six months without action it seems that the development difficulties mentioned in June have not been overcome However Video Vault still hold the rights to the machine and may still release it if even materialises

In the meantime Spectrum and Commodore 64 owners will have to continue to bicker over the quality of software available on each machine

Football Manager winners

WELL BRIAN what a great competition that was '100 winners each picking up a copy of *Football Manager* for their micro

What were the answers Jimmy? I couldn t work them out.

It was **Manchester United** who paid the most for a player – for Bryan Robson And the scorer of the SUPERB goal against Brazil was **John Barnes**

What about Mark Hately Jimmy? He scored too '

Not as superb a goal though Brian Sneaky question that But almost everyone got it right And the last answer – the latest Scotland England score was **Scotland 1 England 1**

So who were the winners?

They were the ones who worked out the funniest new names for KEVIN TOMs *Football Manager* s creator Most of them were pretty disgusting Like KFN VOMITS or MIKE V SNOT We also had VIM TOKENS VENOM KITS SMOKIN VET and even Mr SKI ON TV Here are the winners each of whom will be sent their program direct from Addictive Games

Andrew Beeves Wimborough **Paul Quinn** Dumbartonshire **H J Parry** Clapham Surrey **Monk** London **Steven Henderson** Bedford **Dominic Smyth** Harrow **C Garbutt**, Basildon **Errol Abraham** London **Darryll Taylor** Folkestone **John Dyche** Doncaster **Devlin Jones** Leicester **Andrew Kempster** Heywood **Paul Whitehouse** Reading **Gianfranco Manini** Glasgow **Steven Howard** Lowestoft **Alastair Cook** Stranraer **David Bell** Craigiew **Michael Smith** Huddersfield **G A Hitchen** Cattenick Garrison N Yorks **Graham Shackle** Bolton **Graeme Lurring** Co Fermanagh **Adam Newton**, Harpenden **James Hind** Horsham **David Rowlinson** Egham **D Hindle** Penrhos Flyth **Paul Johnson** Potters Bar **Gethin Thomas** London **Andrew Hemmen** Aberdeen **Andrew Sharples** Bramhall **Jonathan Latin** Wirral **Keith Harris** Eastbourne **David Emmney** Coventry **K Strickson** Uxbridge **Robert Irons** Farnborough **Stuart Wilson** Swindon and **Stephen Heslop** Sunderland **Jason Woolliscroft** Tamworth **Paul Lobrasso** Isleworth **Nick Wilson** Bridlington **Gary Mackey** Nottingham **Dennis Johnson** Rayleigh **Andrew Sharp** Glasgow **Adrian Murphy** Carlisl **Antonio Cusano** Londo **Olivia Hunt** Welwyn **Michael Campbell** Mid Lothian **Christopher Halligan** Malvern **Richard Dalton** Stockport **Norman To** **Gareth Hughes** **I M Handley** **Paul Wi**

London **Steven Archer** Kent **Steven Toovey** Leeds **Simon Harrison** Tin age **Louis Clement** Richmond **Tony Fitzgerald** London **Andrew Wood** Co Durham **Robert Dodson** Burningham **Paul Dingley** Horsham **D Bentley** London **Robert Milligan** Fornham nigh Tim **Legge**, Berkhamsted **David Burden** Taunton **Bryden Darley** Sherborne **Michael Dagley** Cheshire **Daniel Robinson** Lanarkshire **John Hooley** Twickenham **Shaden Thurcot** London **Avril Greenland** London **Mr Johnter** Cumbernauld **Iain Gray** Glasgow **Iain Stewart** Edinburgh **M Lloyd** Newcastle upon Tyne **Philip Symmons** Cardiff **Jeffrey Hawthrop** Lutterworth **Dafydd Lloyd** West Glamorgan **Martin Robinson** Edinburgh **Duncan Lawrence** Cwm Talwg **Graham Warder** Rickmansworth **Marco Giacomelli** Aylesbury **Nicholas Smith** Maidenhead **Stuart Lee** Leicester **Mark Bowen** Sidcup **Gary Newell** Ealing **Wing Yik** Twickenham **Richard Salter** Peterborough **Trevor Burgess** London **Chris Webb** S Wales **James Liebnitz** Livingston **Leslie Blenkinsop** Oldham, **Alan Scott** Newcastle upon Tyne **Arthur Ballantyne**, Hemlington **Michael Williams** London **Barry Macloughlin** Weybridge **Christopher Man** Twickenham **Kevin Quinnan** Clydebank **Wayne Arthur** Rochdale **Alan Silk** Preston **Paul W**

ULTIMATE TITLE HITS '64

All the latest noises in the

It was the moment Commodore 64 owners have been longing for Spectrum owners dreading Ultimate the number one British software house have at long last come up with a 64 release

What s more it isn t just a conversion of one of Ultimate s famous Spectrum titles but a genuinely new game

The Staff of Karnath can be described as a 3D arcade adventure The idea is to explore a castle in search of 16 pieces of a key The player faces numerous enemies and must use a range of spells to stay alive

The screen display has an original look to it – the 3D display allows the main character to move forward and back as well as left and right But it is questionable whether the graphics overall will have as much impact on 64 owners as previous Ultimate games have had on the Spectrum

PCG will be reviewing *The Staff of Karnath* in the next issue It comes in Ultimate s colourful large packaging and costs £9 95

Exclusive Karnath competition!

The mapping of Ultimate games is fast becoming a national pastime and now 64 owners can join in

We've fixed up a great competition with Ultimate to try to track down the best possible map and playing guide to *The Staff of Karnath* The winner will get a specially made *Karnath* trophy

To enter just post your map and guide to Karnath Competition Personal Computer Games, 62 Oxford Street, London W1A 2HG The closing date is January 21

CROWTHER JOINS

Wandering programmer Tony Crowther author of such 64 hits as *Monty Mole* and *Suicide Express* has settled down with Wizard Developments of Sheffield

After his much-publicised split from Alligata and then Gremlin Graphics Crowther has joined an old friend Roger Taylor as a co-director of Wizard a company best known for its hardware – it produces the Joy Rom and a joystick interface for the BBC

Crowther is working on a new 64 game to be called *Griffon* which the company hopes to have in the shops soon for around £7 95

Further plans include work on the Commodore 16 conversions to the Spectrum and moves into the American market Crowther also said that he intends to take an interest in the hardware side and the business side of the company



Boulder Dash on Speccy

The triumphant arrival of *Boulder Dash* on the Commodore 64 has been closely followed by its release on the Spectrum.

The Spectrum version has been programmed by *Front Runner* and sticks closely to the '64 original with all 16 screens and intermissions. The scrolling effect has also been reproduced although it isn't so good on the Spectrum and Rockford can fairly easily run off the edge of the screen.

The graphics are still excellent though and this highly addictive game should soon be inflicting sleepless nights on Spectrum owners.

It should be available now at £7.95 from Front Runner.



Jeff Minter doesn't spend all his time writing programs or playing *Star Raiders*. He's got to relax sometime and find the inspiration for another bizarre game.

Here he is wearing an awesome hat and soaking up the vibes from a cuddlesome llama in the wilds of Peru. It must have done the trick, because Jeff's been working like a demon on a new game, the idea for which came to him on a bus in South America. 'The music's a treat, he says. The game will look nice, sound nice – but play meanly, he warns us. We can't wait.

Creative Sparks jobs shock

Creative Sparks have made their in-house team of 18 programmers redundant and are now relying on outside development for their future games.

Gordon Reed, Creative Sparks spokesman, denied that the redundancies meant the company was in trouble. 'In fact,' he said, 'we've done better than expected this year.'

He explained the move as a rationalisation of Creative Sparks plans, adding that the figures just didn't match up between expected revenue and the cost of maintaining a large in-house team.

Creative Sparks next releases before Christmas are an MSX version of *Danger Mouse in the Black Forest Chateau* and *Leonardo*, a graphics utility for the Spectrum.

Before Easter 1985 they expect to launch six programs, three of which will be conversions and three will be new. These new games will include an arcade adventure for the 64 with over 2,000 locations and a Spectrum game provisionally called *Rollergoal*, featuring skate-born men in a dangerous game.

MOVE TO THE GROOVE

Giant record and entertainment company CBS have launched into the home computer software market with a vengeance.

Their six new releases are now in the shops selling at £8.95 for the cassette versions and £11.95 for disks. All the games are for the Commodore 64 and have previously appeared in the U.S.A. on the Epyx label.

The games include the road-racing game *Pitstop*, the platform game *Jumpman* and *Silicon Warrior* and *Dragonriders of Pern* – a blend of strategy and arcade action based on the fantasy novels by Anne McCaffrey.

Impossible Mission is an arcade adventure in which you have to prevent the evil Elvin Atomsmasher from destroying the world. *Breakdance* is just that: you have to move to the groove and hop to the beat in an attempt to win a contest of breakin' and poppin' against other slick movers.

CBS plan to release games at the rate of three or four a month during 1985 and are considering the possibility of conversions to the Spectrum for selected titles.



● Preparing to boogy

Return of Chariot Race

Chariot Race, a PCG Hit on the unexpanded Vic back in April '84, looks set to make its debut on the Commodore 64 early in 1985 – in an enhanced form.

The game involves a race to the death against other charioteers in a Roman arena. On the Vic the action was viewed from above. But on the 64 the players will have a grandstand view, giving something of a 3D effect.

IS WIZARD



EUREKA! I'VE MAPPED IT!

Domark, makers of multi-adventure package *Eureka!*, are looking for some well-drawn maps of the game. We've agreed to help them find a map for the Roman Times module. (Most PCG Commodore 64 owners already have the game since it was included on last month's free cover cassette!)

Domark have given us 10 beautiful, limited edition, colour prints of the special Roman Times illustration. They'll go to the 10 people who can provide the best maps of the Roman Times module. So get cracking – and make sure your entry reaches us by January 21st.

Post it to: Eureka Competition, Personal Computer Games, 62 Oxford Street, London W1A 2HG



WHISPERING HORACE

A loud of tosh?

A hundred quid s not much to me – I often spend that much on luncheon bot there are those who might think it's a significant amount ot money Especially if it s the difference between what a computer costs before Christmas and what it costs after

My mole deep in the heart of Thorn EMI distributors of the Toshiba MSX computer assures me that prices of the MSX machines will tumble in 1985 – by £100 bringing them down from £279 to £179

This is stirring news for the nation s gamesters said I reaching for the phone to confirm the details with one of those MSX companies But what did the Japanese fellow on the other end say? No there are absolutely no plans for price cuts next year

Horace just doesn t know what to think

Royal cheek!

Don t spread it about bot I happen to be quite well acquainted with certain members of the Royal family Hence I was scandalised to hear of the release of a game called *Di s Baby* Surely I thought it cannot be about that charming lady married to my old school school chum Charles bot horror of horrors it is

I have bought a copy of the game purely so that I could defend the couple of course and was shocked at the factual inaccuracies The programmer obviously can t count they ve got two kiddywinks not one and the Palace potties are very well trained

In fact I m so annoyed that I think I ll go and have another game to get it out of my system

Playing Havoc

Those naughty boys at Dynavision aren t exactly playing fair with you Spectrum owners On the back of the *Havoc* packaging for the Spectrum version are screen shots of the Commodore game

A little note tucked away in small print at the bottom says that the Spectrum display may vary from these This is a bit of an understatement

Come along now chaps it just isn t cricket Anyone would think you had something to hide

The Ultimate recluse

Heard about the nationwide telephone game that takes place every time an Ultimate game is released? Journalist hacks from a score of computer rags dial the Ultimate phone number in a frantic attempt to talk to Tim Stamper the only person able to fill in details authoritively about the game But do they get to talk to him? No they don t

I m sorry Mr Stamper s in a meeting

Tim won t be in until Monday

He was here on Friday but today he s away

He ll be in Software all afternoon Can't be contacted

Sorry Mr Stamper's just popped out

I hear this journal finally made contact only after 13 successive days of dialling – that s five more days than for the release of *Sabre Wulf* and three more than *Atic Atac*

Still if your games are spiffing, who cares if the old public relations are a shambles?

Butler on the loose

Times are hard and nowhere more so than in Liverpool where once the games biz seemed to promise young men a lifetime supply of Porsches and champagne

Now Horace hears ex-Imagine man Mark Butler is tramping the streets in search of the chance to earn an honest penny Software Projects were onable to help Bug Byte couldn t find an opening even though they ve just lost John Philips to Prism

Can somebody please find a job for this young man?



If you re wandering around the HMV shop in Oxford Street and happen to pick up a Mastertronic game – watch out you may be pounced on by manic photographers with menacing flashlights

The first victim of this practice is Cliff Levings (pictured) who while innocently buying *Chiller* discovered he was Mastertronics millionth customer and was mercilessly caught red handed

Cliff got a £200 Commodore disk drive which as you can see, pleased him immensely Horace advises that you wear dark glasses next time you buy a game to avoid being recognised

NEW RELEASES

US IMPORT

Soltware Projects have produced a Spectrum version of *Lode Runner* from the US company Broderbund The game was a best seller in America and has a special generator that allows you to alter or create screens

PYJAMARAMA

Pyjamarama PCG Game of the Month in November is now being released on the Amstrad The game costs £8 95

BOARD GAME

A new computer assisted board game called *ATRAM* has been released to be played in conjunction with a 48K Spectrum The game is a battle simulation using the computer as an assessor of the action It is distributed by Websters Soltware at a price of £19 95

SPY v SPY

Beyond s computer game version of the Mad magazine cartoon *Spy v Spy* should be in the shops now for the Commodore 64 price £9 95 cassette and £11 95 disk

TOBY AND THE PROF

By Phil Elliot



-- MAY WICO BE WITH YOU --



When you're up against all the evil in the universe you need the finest joystick. Weak sticky slow controls can only lead you to your doom.

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his powerful half volley rattles the cross bar the ball returns floating menacingly above the penalty

area and your star striker seizes this half chance

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ULTIMATE STORM THE CHARTS

THE ONLY SURPRISE about the charts this month is that Ultimate's new games are numbers 1 and 4 instead of 1 and 2. The explanation is simply that the release of *Knight Lore* came just before the charts were compiled. Louise Stamper of Ultimate said that the two games were the best they had yet produced and that even better things were to come. We hope *Knight Lore* will also go to number one – she added, and who's going to argue with that?

Also zooming in from nowhere to the top six are *Eureka!* *Raid Over Moscow* and *Tir Na Nog* leaving the previously all-conquering *Daley's Decathlon* at number five.

There's no keeping a good arcade adventure down and with its release on the Commodore 64 *Jet Set Willy* has started climbing again, back to number ten.

As Christmas approaches compilation tapes like *Select 1* and *Chartbuster* are doing well.

Notable casualties this month are *Wanted: Monty Mole* and *Sabre Wulf* but watch out for our little sword wielding friend after his imminent appearance on the BBC.

Two budget games are also doing extremely well with *Chiller* from Mastertronic hanging in there and *Booty* from Firebird making an impressive entry.

Next month's tip for the top? Sure you don't need us to tell you that!

THE HUNCH IS BACK



Your favourite bell ringer, the all-conquering Quasimodo, leaps back into action on another breathtaking epic with Esmerelda! Another superb Ocean extravanganza!

HUNCHBACK II
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6-90

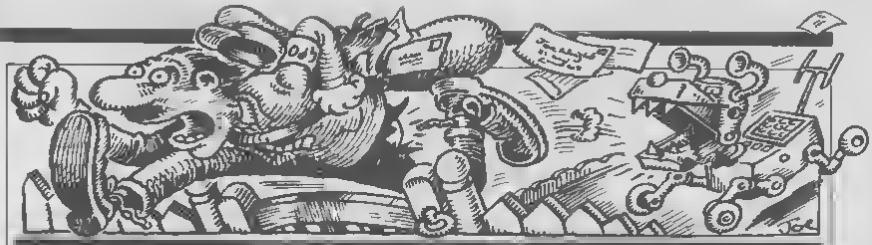
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Spectrum Shops and all good software dealers. Trade enquiries welcome.



BYTE-BACK

SAMANTHA HEMENS replies to a selection of letters from our ever-growing mailbag. It's great hearing from you, even though we can't always give individual replies. Write to: Byte-back, Personal Computer Games, 62 Oxford Street, London W1A 2HG.

Young talent

On a recent wet and gloomy Sunday I was idling away the hours blasting camels on Jeff Minter's *Attack* when my son who had not played the game before decided to take over. After an hour or so of practice he was regularly clocking up scores of over two thousand (yes *two* thousand). Aha I hear you say so what's special about that? Well he's five.

Despite the fact that most of the participants in your Challenge Chamber are in their teens perhaps you might like to consider a 'junior' (perhaps 'toddler' is a better word) Challenge Chamber.

I dread to think what today's five year olds will be doing with home computers in ten or fifteen years' time. The mind most definitely boggles!

PS Your magazine beats all the other games mags out of sight!

D Farrow, Hessle, N Humberside

Not a bad idea Mr Farrow. But age five is the limit. The Challenge Chamber doesn't have room for prams.

Work and play

How sad and pathetic to read the letter from M Aherne last month about how he can only save 50p a week to put towards games for his computer. So who cares? And who's he to condemn people who buy a game a week.

I work 70 hours a week and buy one or two games a month but I don't moan and cry about it. What does he want? Game distribution to the hard up, or a limit on how much software a person can buy a week?

D Henry, Leyton

WOMEN ARE OK, OK?

Bet you've had hundreds of letters from us "superior beings", females, since your Memo in November PCG.

You see, we're all so busy running homes, offices, the country etc, plus writing terrific programs that we just don't have time to write to games mags. We only just manage to find time to read them!

You've got three fans in our house, and we're all female (shocked gasps from all chauvinists!). And all avid adventure players, so we really appreciate the White Wizard.

Liz Tomlinson, Havant, Hants

Equal opportunity zapping

In response to your frenzied plea, here I am – 101% woman!

Well now, it's all very well for you to sit there and say come on girls' but you ought to try it! I'm fed up with getting the cold shoulder when I go to buy software, too many retailers look down their noses and frown, as if I don't know what I'm on about.

When I got my Spectrum, I was conned into a cassette recorder too, because I was told the computer wouldn't work with a radio/cassette. Ha! The r/c works perfectly with my computer whereas the other won't load anything.

Don't get me wrong, I'm no women's lib freak, but life isn't easy – take the arcades. In I go and see what? Yep, dozens of blokes hogging the machines, flexing their joysticks and concentrating in all directions. If I should dare to 'insert coin', I'm instantly surrounded by 'em all waiting impatiently for a rapid loss of lives!

We females are very interested in arcade and computer games so for God's sake shove over and give us a chance!

Well, I'm off now to bath the canary and wait for the insults to come pouring in.

Alli, Dymchurch, Romney Marsh

Look out CCS!

We have just finished knitting out favourite dollies some brand new pink dresses (cringe! cringe!), and thought that we would write to you.

We think your magazine is wonderful, because of the pretty pictures, but we do not understand the complicated words like 'Basic' and 'Goto (oooh!).

Our favourite game is *Diamond Quest* one of the 'Games for Girls' series, because it has very pretty pictures and no monsters or loud noises which might scare us (aah! quiver! shake!). Alas, they are not too difficult for our diminished intelligence (fume!). We would love to show CCS, in person, what we think of these games (THUMP! THUMP!). Must go now because our copy of 'Twinkle' has just arrived – Yippee.

Sarah (BBC Model B) Ormes and Kirsty (Commodore 64) Lewis, Princes Risborough

WOW! And this is just a selection of the tons of mail we've received from irate females everywhere. Come on lads give us a break!

Perils of panel reviews

You undoubtedly get lots of software companies who complain about reviews given to their games but I felt I had to reply to the review given to *Perils of Bear George* in your November issue.

The main reviewer Martyn Smith liked our graphics, sound and game idea but rated it poorly because it does not increase in difficulty and requires little effort. In the same review Peter Walker and Richard Boniface say *Bear George* is too hard!!

My point? How can potential buyers make purchasing decisions based on such extremes of opinion. You have many games to review and it may be a very difficult task but a poorly considered games review section is the worst thing a software magazine could be accused of. Don't let it happen to PCG.

Peter Hardingham, Cheetahsoft, London

We think that readers should know when there's an honest difference of opinion over a game. That's the whole point of having a panel rather than just single reviewers. But we do try to iron out absolute contradictions.

Spellsports?

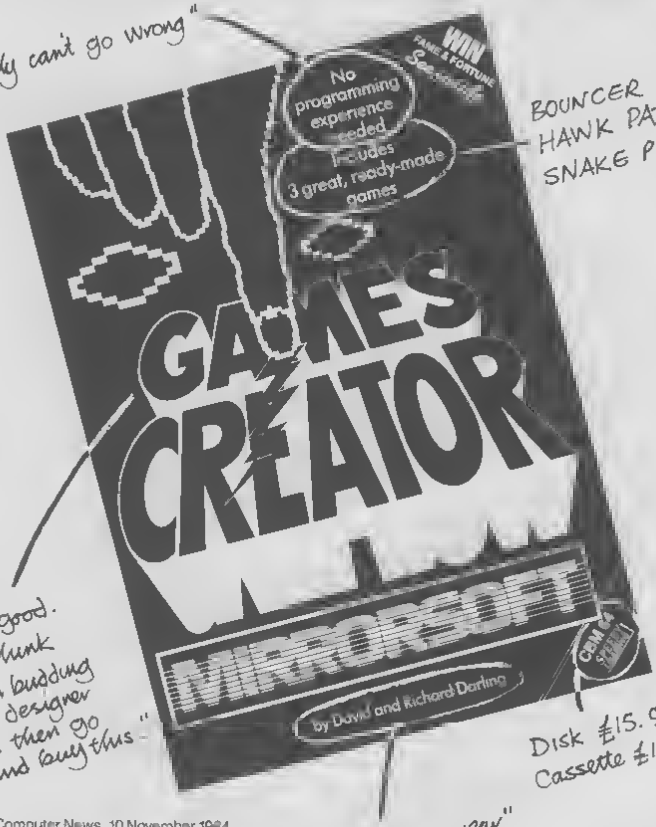
Personally I think your Tricks 'n' Tactics section in PCG is stupid. What on earth is the point of buying games like *Sabre Wulf* and *Trashman* when you are told how to complete the games. Surely the enjoyment in such games is to find out things and complete them yourself.

Jeremy Burrows, Doncaster

The TnT section was in

GAMES WITHOUT END..

"You really can't go wrong"
CCI Magazine
November 1984



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Personal Computer News, 10 November 1984

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corporated in the mag due to popular demand. We've had loads of people writing in asking us to do tips on various games. If you're stuck on a particular game, they can be very useful. Of course, if you don't want help you can skip the pages.

Revenge of the user port

Please forward my sincere thanks to the Vulture for giving me tips on how to cheat at *Revenge of the Mutant Camels* on the CBM 64.

I did as he said connected the two pins of the user port and my computer decided to break. Now I'll have to wait a month for it to be repaired!

Ian Armstrong,
Tyne and Wear

Well Ian, we didn't recommend it – sorry about your computer though – at least you'll know not to do it again.

Machine availability

In your magazine there's one thing that continues to annoy me. This being that a game may be made for both Commodore and Spectrum or BBC and Electron yet you always put it under one category. This has the effect of making people think it's only made for one machine.

The second thing I thought you might like to know is the way in which I solved the anagrams in your competition.

I wrote a small program in Basic to input the letters in the anagram and then print every available combination. I then just had to watch the screen until the correct combination of letters came up!

Colin Goldin, Eastbourne

We do try to find out whether the games we receive are for more than one machine, but sometimes they do slip through the net. In many cases the software companies themselves fail to inform us that the game is on another machine.

As for your other little revelation, all we can say to that is – CHEAT!

Kokotoni cock-up

Having read your review of *Kokotoni Wilf* in the November issue I rushed out and bought a copy but I just can't agree with the reviewer on how long it would take to discover Ulrich's secret.

It did in fact take me 90 seconds! (Which must qualify for some kind of record.) Unfortunately I have yet to play the game! My copy failed to load and run properly and when I pressed the fire button on my joystick Ulrich's secret was revealed on the screen!

Malcolm S Matheson,
Aberdeen

Vic rub

I am writing to you as a point of sympathy for us Vic 20 owners. When I go into a computer shop and ask for a newly released Vic game (not many about) I am looked at as though I'm a loony from another planet.

The problem is that there are very few newly released Vic 20 games and if there is one it's highly unlikely you'll find it in a computer shop.

The real problem is the manufacturers – they've forgotten us! They use the excuse that we Vic owners are a dying breed but Vics are still being made AND bought! Even if they do stop selling them there's still millions of us out here in the darkness that need light – and that means NEW games.

Games like *Pharaoh's Curse* and *Shamus* prove that the Vic has the capabilities. So hear our plea! Software companies everywhere PLEASE get programming!

Paul Burton, Durham

A sorry story indeed but don't despair we're still hunting out those elusive new games for you.

Stop the micro slanging match!

During the four years I have had an interest in home micros I have read many different computing magazines. I have also used several different computers and own three. I have a good old ZX81, a Vic 20 and now a Commodore 64.

Up until now I have never actually written to a magazine. So what has made me write now? Well, it is the constant slagging off of different computers and software, silly and immature arguments such as my Spectrum is better than your 64. This has been going on in the many letters pages of different magazines.

Until now I have tried to ignore it. In the November issue of your magazine I read a letter from P Lowe of Manchester. In his very short epistle he made various slagging off comments of the very childish kind. He or she said that the Commodore 64 was a Yankee machine and that most of the games available for it are ripped off Spectrum ideas. This comment really spoilt your otherwise excellent mag.

Firstly, OK the 64 did originate in the USA but is now being made in the good old UK. Secondly, I don't think any of the games for the 64 are ripped off Spectrum ideas. Most companies such as Software Projects have converted their games to the 64 and also to other micros. This is obviously the way the companies will make their money. As for Ultimate sticking to the Spectrum, surely they would have a bigger market if they converted software to the 64.

I hope, if you print this, people will stop all this slagging off and just stick to using their micros more maturely. I mean, most people know which micro they want before they buy it and that must be up to them and no one else.

Paul Rawling
Scarborough

Call it quits

Why do we have to put up with the Commodore 64 versus Spectrum battle?

There's nothing really wrong with either machine to make people hate them and there's no real differences between the capabilities of each computer. Each has its good and bad points.

Mr C Thompson,
Church Fenton, N Yorks

Well you could both be right but some of those letters can be quite funny.

False alarm

I am writing to tell you about a time when my dad and me were in a John Menzies computer centre writing a little program on the Acorn Electron when my dad moved the computer nearer him and a wire came out of the back of the computer and an alarm went off.

All the shop assistants rushed to the shelf where the computers were and tried to stop the robber.

However everyone calmed down when they found it was accidental. I thought it was a bit silly really. I mean, who's going to be daft enough to steal a computer in broad daylight. After all it's not the sort of thing you can just put in your pocket and walk out!

Another time my friend and I were in Dixon's when a computer 'know all' was spouting his mouth off. My friend and I burst out laughing when he casually said 'I'm quite interested in programming on the new Sinclair 16. What a Wally!'

James Faux,
Darby Green, Surrey

A shot in the dark?

In the November issue of PCG *Pyjamarama* was rated Game of the Month. What's wrong with that I can hear you ask. Nothing. I answer the game's pure brilliance.

The problem arises in the screen dumps printed along side the review of the game. In only three of the seven pictures is Wally in correct dress, his nightgown and floppy cap. The other four have him in his overalls fresh from Mikrogen's other excellent program Automania.

Also the pictures with the incorrect Wally in them call the glass of milk at the top of the screen Dream Power when it is of course Snooze Power.

I can't wait to see how you explain this one *PCG*, surely you haven't got a pirate copy?

Jason Duckers, Chester

Hard luck Jason you won't catch us out with this one – Mikrogen themselves sent us the screen shots! Apparently they're from a pre-production copy of the game perhaps you'd like to talk to them about pirates. No? Oh well, never mind.

Sorry, Tim...

t was very annoyed when I read the letter headed Really pathetic reply' from some one using my name I don t mind being criticised for my views but I do resent the fact that you printed the letter

Had you compared this rubbish with my original let ter you would have seen the difference Unless of course you wrote the libellous piece yourself and t wouldn t put it past you

If you have any standards whatsoever you will print this letter and/or a formal apolo gy How can you possibly believe that I would write an apology for my other letter and publicly humiliate my self? And just when the quali ty of PCG was improving too

THE Tim Russell, Coventry

Sorry Tim, one of our other readers took it upon themselves to use your name when writing

The culprit has promised not to do it again and on behalf of the PCG Team I'd like to add our mega sincere apologies

Swiss supporter

I am writing from Switzerland to tell you how super I find your magazine I am 10 years old and many of my friends also read this mag In Switzerland the most popular computer is the 64 but I own a Spectrum Although I have to wait two weeks for the magazine to be on sale every hour of this wait is worth it

Henry Dubois-Ferriere, Geneva Switzerland

Englishmen abroad

May t introduce myself I am an English 15 ye ir old living in t1alland (long story) and I buy the mag every month I especially like Adventurewor1d Tricks n Tactics Screen Test Buzz and Byte Back but may I suggest a column where people can sell things such as – games!

I wrote to you because I'd like people to see that us English in Holland about 90 to 100 000 of us read your mag too!

If anybody in England who owns a 64 would like to write to me t will be glad to hear from you!

Chris Hooson, Grevingaheerd 9, Groningen, Holland A737 SB

How to frustrate a shop assistant

I would like to give you an example of a typical conversation that actually took place between me and a gullible assistant in Boots the Chemist It happened one Saturday

ME Excuse me, but could you please tell me a little about this? (Pointing to a Spectrum)
ASSISTANT Er certainly, it s a computer
ME But what sort?
ASSISTANT A ZX Sinclair Spectrum
ME What does it do?

ASSISTANT Well you can buy all these games for it
ME. (Butting in) What are the graphics like?
ASSISTANT Well they re colourful and on some games
ME (Butting in again) What s the sound like?
ASSISTANT You have to buy this thing here to make sound
ME What interfaces does it have?

ASSISTANT It hasn't got any with it they come separate (pointing to a joystick)
ME What different types are there of this computer?
ASSISTANT There is a 16K and 48K
ME How much memory does a 48K Spectrum have? (This is a classic question)
ASSISTANT Er er er (long pause) oh er it's 48K
ME How much ROM has it got?
ASSISTANT The 16K has 3K ROM and the 46K has 8K ROM
ME What is the processor type?
ASSISTANT I m sorry, but you d better ask that gentleman over there
It s terribly difficult to keep a straight face whilst asking these questions!

Gary Howland, Boston, Lincs

Many thanks, Gary, for this enlightening conversation and the many tips etc that you enclosed.

Half a brain?

I am just writing to tell you how sick t am of your unbelievably terrible magazine and the obviously wimpish prats who read it

I am a Spectrum owner and anyone with even half a brain could tell that all these Commodore and BBC users are off their heads thinking they can compete with the amazingly superior Spectrum

Your review section is the worst part of the whole magazine Imagine not giving every Spectrum game 10 in every category

Jame Cowans, Finchley, London

Thank you Jame That's the kind of gentle reasoned criticism we really appreciate.

Amstrad please

Just thought t d write to say that I m fed up with hearing about the black box with squidgy keys (Spectrum) and the computer with the worst Basic and most biased advert (CBM 64) Anyone would think that these are the only two computers in the world They are not!

I own an Amstrad CPC 464 which is much better than the two combined I hope to see plenty of Amstrad software reviewed in the future

Michael Porter, Colchester Essex

Elite protest

On tuesday the 16th of October I rushed into Smiths and there on the shelf was my eagerly awaited PCG Quicker than quick I flicked through until I got to the Screen Test section Then I nearly died Why oh why is *Pyjamarama* Game of the Month and *Elite* only a 9? I own a BBC so you may call me biased but in my opinion *Elite* is a far superior game

Simon Scheverle, Harlow, Essex

We agree Elite is superb and I think if we'd known that the cassette version was almost as good as that on disk we would have made it Game of the Month Unfortunately the game was released very late in the month and we had little time to check details Any way Pyjamarama *is also a great game. The following is just one of literally hundreds of letters we've had about it*

Pyjamarama praise

Congratulations to Mikrogen on the fantastic *Pyjamarama* I completed it in eight days – and it s not easy

After buying your really ace mag I noticed you are quite interested in *Pyjamarama* which rightly was awarded the acclaimed Game of the Month t bought this game the first day it was released and was more than satisfied – I couldn t drag myself away from it

On October 8th I did the game after many hours of logical thinking and experiment

John Weedon, Telford

What a pity you didn't write earlier John or you might have been one of the winners in our Pyjamarama *competition Clearly a lot of people have solved the game – we've had hundreds of entries for the competition and they're still coming in!*

The 26 winners were settled within days of the November issue being published First off the mark was Ken Armstrong of Blackheath who wins a day out at Mikrogen plus a special Wally trophy

The 25 runners up each get a Wally T shirt plus a £10 voucher for the next Mikrogen game They are

John Brumecome, *Cowplain Hants* ***Mark Reynaud*** *(Cobham) and* ***Tim Cosway*** *(Sunbury-on Thames)* ***Martin Ellis,*** *Liverpool* ***David Leech,*** *London* ***A Millington*** *and* ***P Ford*** *from North umberland* ***Ian Hodassy*** *Ashtead, Surrey,* ***Warren Dunn,*** *Romford* ***A F Stone,*** *Bristol* ***John Ward,*** *Halifax* ***Martyn Evans,*** *Birmingham* ***D R Jeffree,*** *Berkhamsted* ***Mark Clayton,*** *Rickmansworth* ***Domemick Jannetta,*** *Dundee* ***J M Girling,*** *Glasgow* ***Wah Wai Wan,*** *Liverpool* ***Adam Davey*** *London* ***Liam Humphreys*** *and* ***Miles Simpson*** *from London,* ***Jamie Bassmre,*** *London,* ***Harvey Ladder,*** *Bracknell, Berks* ***Alan Jones,*** *Luton* ***Adam Joseph,*** *Croydon* ***Andrew Hall,*** *Cumbria* ***Paul Cox*** *Romford,* ***Robert Hammond,*** *St Albans* ***B J Vernon,*** *London.*

Those of you who sent in joint entries will have to share your prize since only 26 could win

Now on 48K Spectrum



The ultimate underground adventure

Superb scroll routine described by experts as one of the best pieces of Spectrum programming ever! Sixteen mystical caves 5 levels of play joystick or keyboard options.

One of the toughest tests of strategy and reflexes ever! Starring "Rockford" ™ the incorrigible burrowing bug in his restless quest for gleaming jewels.

U.S. Reviews

" Boulder Dash should be leading contender for anybody's action-game of the year award"
Burt Hochberg **GAMES Magazine**

" a magical mix of challenge charm and originality easily one of the best computer games of the year"
Michael Blanchet **Chicago Tribune Syndicate**

"This game will be mentioned in my will what silicon is and integrated circuits were always meant to be subtle brilliance and unceasing magic In a class by itself "
Craig Holyoak **Deseret News**

"First Star has done a first-rate job on BOULDER DASH the graphics are dazzling "
The Video Game Update

"BOULDER DASH takes the cake the overall quality is excellent "
John Skoog **K-Power Magazine**

This one's hot for Xmas!

U.S. No 1 Smash Hit

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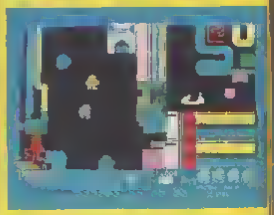
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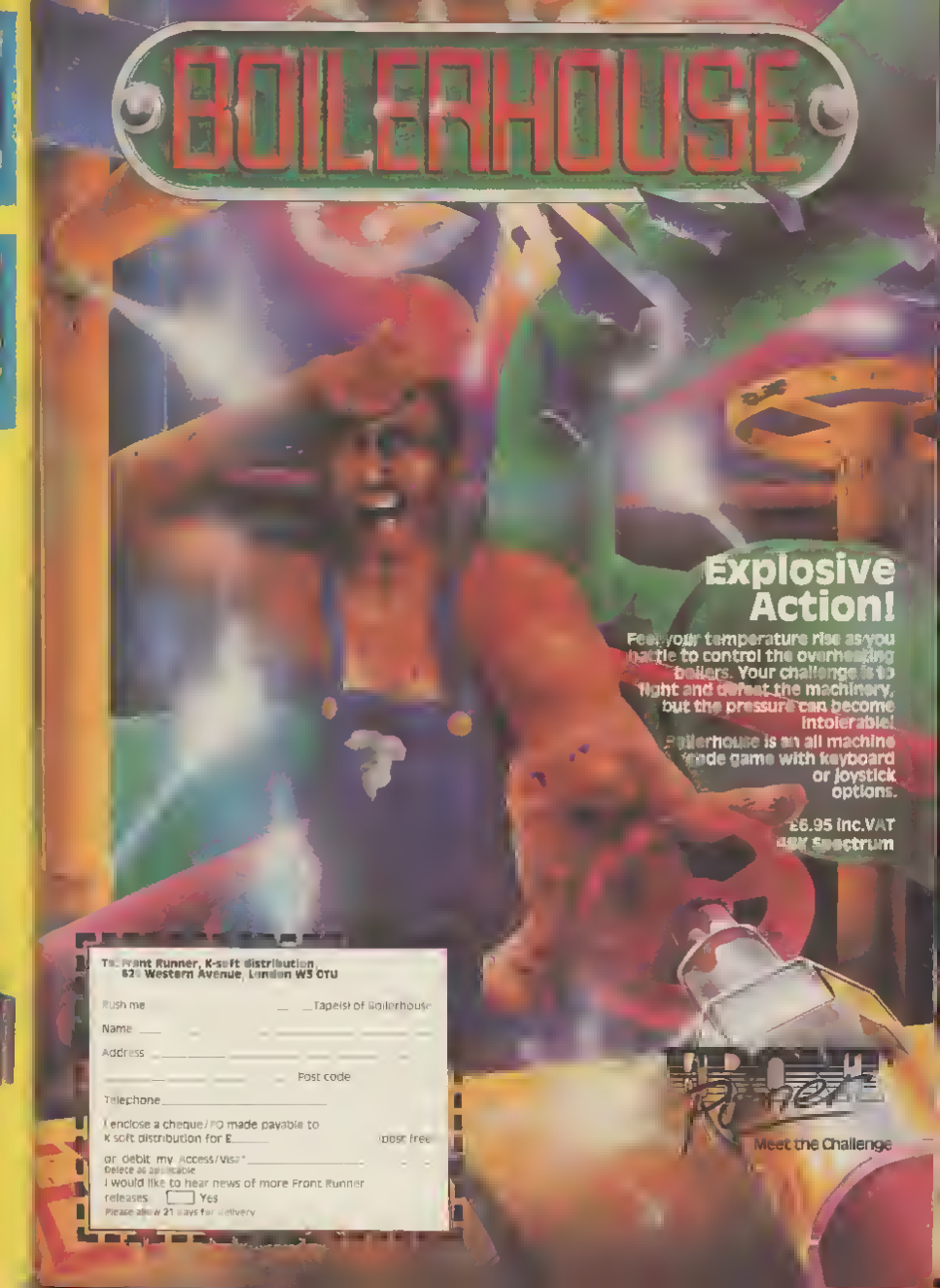


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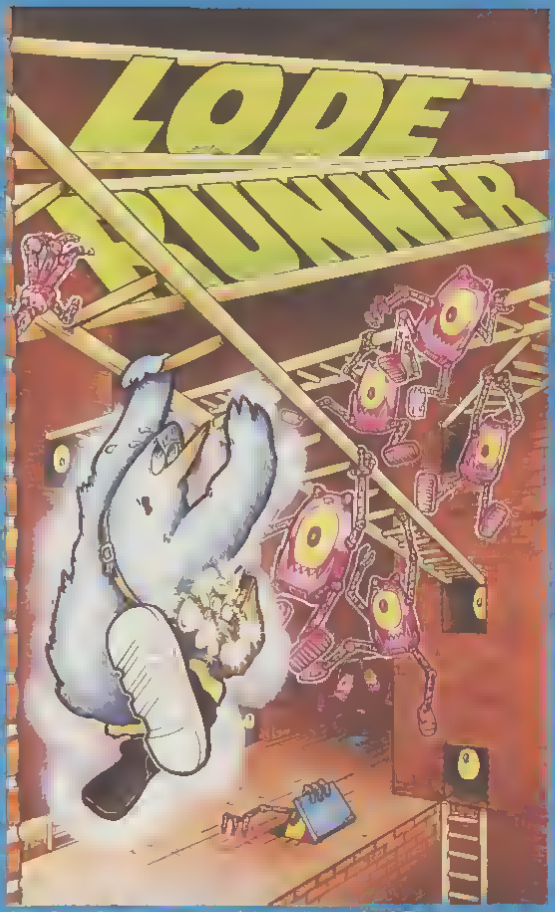
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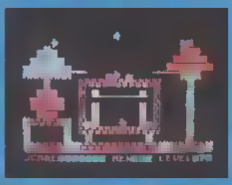
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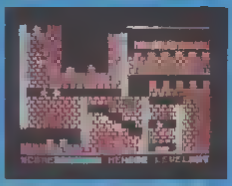
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Available on the 48K Spectrum

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Available on the Commodore 64

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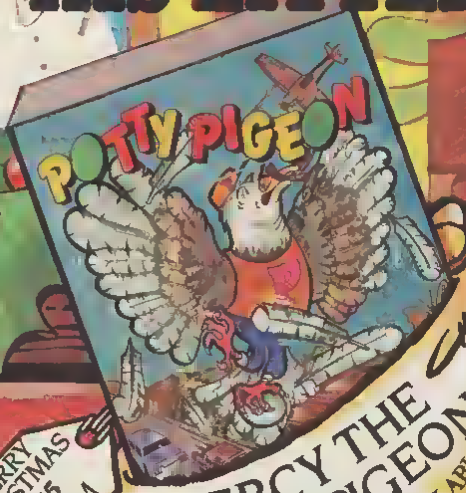
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WHERE WOULD SANTA
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MERRY CHRISTMAS £6.95 SPECTRUM

PERCY THE POTTY PIGEON

COMMODORE 64 NOW AVAILABLE SPECTRUM 48K

Make a suicide journey with our fluffy little friend Percy in his desperate attempts to build himself a cosy little home.
Plunging to near certain destruction this crazy little bird has to pluck ten nest building twigs from the path of onrushing traffic frantically avoiding the unwelcome attentions of a pigeon eating cat and starving ferret.
Once off the tarmac the danger doesn't end as Percy carefully avoids the kamikaze planes balloons and twig snatching sparrows before he can complete his nest and move to the next level.
But don't be totally disheartened our loveable little character has a few surprises of his own in the shape of revolting explosive eggs





MONTY IS INNOCENT!

COMING SOON

Damned by the nasties of the coal mining industry and their lucky socialist puppets for challenging the authority of their leadership when all he needed was compassion and warmth in his hour of need, poor Monty looks like serving a long stretch at Her Majesty's pleasure. But the heavy handed authorities hadn't counted on the wave of national outrage at our little friend's indisposition or the devious tricks and skills of his long time friend Sam Stoat.
Watch carefully for the thrilling and nerve racking adventure these two encounter in springing Monty from his expectant doom

COMING SOON

Gremlin's collection of software hits are a must for any enthusiast's Xmas list. From fast moving action in Suicide Express to the absorbing skill of Monty Mole, play with Gremlin and those long cold winter days will pass in a flash. And don't be greedy – think of friends and family as well – they make great gifts and at a good price. Thanks to a little Gremlin Santa's job will be a little easier this year.

TA BE WITHOUT
N HELPER?

SUICIDE EXPRESS

COMMODORE 64

WANTED: MONTY MOLE

SPECTRUM 48K, COMMODORE 64

MERRY CHRISTMAS
£7.95
COMMODORE 64

With a long cold winter and bone chilling Christmas ahead Monty Mole makes a daring coal snatching raid to his local South Yorkshire pit. Grabbing a miner's bucket he heads off into the darkness, soon to wish he'd caught a bus instead. Alas there's no turning back. Onward to do battle with flying pickets and mammal eating fish filling his bucket as he dodges the trundling coal crushers and disappearing coal drills, keeping an eye on the constantly roaming Boer.

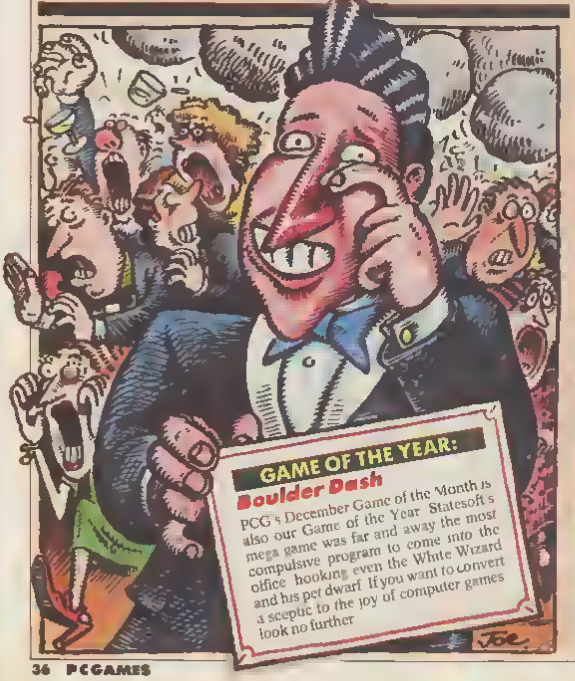
With his bucket filled, Monty makes his escape only to find his way is blocked by a surface in Arthur's castle where his way is blocked by a fiery figure seated on a graphite throne. Seizing his only chance of toppling the great man Monty collects the secret ballot papers and were casting scroll. But Arthurs ne feel when it comes to the heavy stuff and his personal bodyguard of super fit pickets and deadly flying hairsprays, put up an almighty struggle with our valiant Mole.

Gremlin Graphics

Alpha House, 10 Carver Street, Sheffield S1 4FS. Tel: (0742) 753423

THE HITS

Here they are the c puter g x d n the been biting their nails over Who has won the coveted PCG award for the Most Poked Game? Which chauvinist pigs will be celebrating their capture of the Most Sexist Game title? We canvassed a huge cross section of games players In a l categories their four judgements were unanimous Here are the results



GAME OF THE YEAR:

Boulder Dash

PCG s December Game of the Month is also our Game of the Year Statesoft s mega game was far and away the most compulsive program to come into the office hooking even the White Wizard and his pet dwarf If you want to convert a sceptic to the joy of computer games look no further

ORIC GAME OF THE YEAR:

Classic Racing

This wonderful horse racing simulation was certainly the most addictive Oric game we ve received in the last 12 months It has to be said however that there weren t many contenders for this title *Zorgon s Revenge* would have made it, but it came out just too early As it is Salamander s *Classic Racing* with excellent graphics and animation just made it to the finishing line ahead of the rest

VIC GAME OF THE YEAR:

Pharaoh's Curse

This game so impressed us here at PCG that it almost beat *Quo Vadis* in the battle for the Game of the Month slot

Fifteen gripping screens of treasure gathering mummy-blasting rope climbing trap dodging spine chilling action make Hesware s program an outright winner for the expanded Vic

GREATEST ATMOSPHERE:

Forbidden Forest

Our Game of the Month in April created a spooky atmosphere of monsters and magic Readers often advised us not to play it at night and good advice it was too Cosmi s Commodore masterpiece



SWEATIEST GAME:

Decathlon

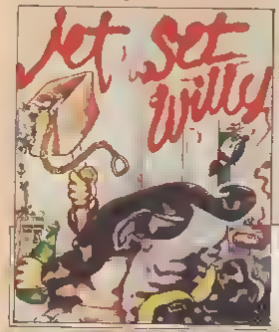
This is the game which has been keeping washing machines working overtime for the past few months Some people wear shorts and running shoes if you don t all that joystick waggling leaves you feeling soggier than wearing a wet suit in a sauna.

AND THE PITS

BEST 'THIS IS THE AGE OF THE TRAIN' GAME:

Suicide Express

Loco on the 64 was a PCG Game of the Month *Stop The Express* on the Spectrum was a PCG Hit But the best game with a train had to be Tony Crowther's *Suicide Express* on the 64 from Gremlin Graphics It had everything great music superb graphics intriguing gameplay and hags of excitement



MOST PLAYED GAME:

Chuckie Egg

Sabre Wulf made a late run but didn't quite have the legs to catch A&F's disgustingly compulsive game Some people have been known to play this game for six or seven hours at a stretch egged on by the desire to make it into PCG's high score tables *Chuckie Egg* just might keep on clucking through another year

MINTERest GAME:

Ancipital

October's goatoid Game of the Month Wacky zany witty crazy hairy hippy and heavy And a great 64 game! Goodness knows what Jeff's got up his llama wool sleeves for us next





MOST MAPPED GAME:

Sabre Wulf

No sooner was Ultimate's swashbuckler on sale than fanatics were at work mapping out its 256 locations We printed the first map and where we led others followed A Spectrum super game *Sabre Wulf* should soon be appearing in all the best atlases

MOST POKED GAME:

Jet Set Willy

A clear winner Perhaps the only game this year that was more POKED than played



MOST ORIGINAL GAME

The Lords Of Midnight

Beyond decided that this brilliant combination of adventure and war game merited a new description so they called it the first Epic game And epic it certainly was with over 4 000 locations and a cast of millions packed into the Spectrum The size the quality of the graphics and the complexity of the gameplay all made *Midnight* into something the likes of which we had never seen before – but many games in the future will bear signs of its influence

BBC GAME OF THE YEAR:

Elite

Despite competition from great games like *Frak!* and *Fortress*, Acornsoft's *Elite* was the clear winner for the BBC The amazing 3D graphics the sheer size of it and the terrific shoot 'em up action make it an absolute necessity for Beeb owners.

BIGGEST LET-DOWN

Alice in Videoland

A crying shame this one When we were given a sneak preview of the game our collective mind was blown We hadn't seen anything like it since the tea lady slipped something funny in the drinks last Christmas But when Audiogenic sent the completed game a couple of months later a great wailing and gnashing of teeth were heard It was a duffer and no mistaking Pretty graphics but there was no game there and therefore not a lot to play Ah well Maybe next time

BIGGEST RIP-OFF:

Formula 1

No contest here Outright winners were Spirit Software whose racing game on the Spectrum – complete with 'steering wheel' – was first advertised back in February The game finally made its way into long suffering purchasers' Spectrums this autumn after much anguish and a certain amount of interest from the authorities Let's hope this is one category that won't have to be awarded in 1985

WORST PRETENTIONS:

Deus Ex Machina

The Spectrum game that takes you from the cradle to the grave to the accompaniment of a soundtrack on another tape

The seven ages of man – enbbed from Shakespeare mangled by Automata – give you a number of very dull games to play References to 'Delect Police' clones etc are meant to give the game some significance as a warning about the totalitarian future but this doesn't really work given Automata's unfailingly infantile sense of humour Not even a star studded cast could save it

MOST SEXIST GAME:

B.C. Bill

A real battle for the honours here *Strip Poker* from US Gold had a strong claim to the title as players gave their all in an attempt to strip the assets of Melissa and Susie But victory goes to that prehistoric macho man *B C Bill* from Beau Jolly His subtle courtship methods – clubbing down a female and dragging her back to his cave by her hair – win him this coveted PCG award

BEYOND

CHALLENGING SOFTWARE



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PCG's 1985 DIARY

Sensational exclusive! We reveal the New Year's hottest events before they happen!

JANUARY

1 Sinclair announce their new computer the Mystery. The company say it out performs anything in the Pentagon

14 A new Liverpool software house called Enigami is formed – they say Imagine got things back to front and promise no hype

15 Enigami announce the imminent release of two 'hyper mega games which they say will bear no relation to Software As It Is Known Today

27 Jeff Minter releases a game featuring a man-eating hamster

FEBRUARY

8 PCG publishes a letter from a Mr Jack Russell of Coventry saying all Spectrum owners are violent unintelligent yobbos

10 Video Holt announce they have the mail order rights to a staggering new product – a ZX81 emulator for the Commodore 64. It will allow 64 owners to play almost the entire range of ZX81 games. "We believe there is a huge demand among 64 owners for classics such as *Hangman* and *Breakout*" said a spokesman

14 A Mr Jack Russell is mugged in Glasgow by a gang of stocking-masked youths wielding rubber keyboards

18 Sinclair's 'Mystery' receives its first public viewing. They promise they'll have one you can actually turn on by the end of the month

20 The National Coal Board enter the software market in a desperate bid to recover losses from the coal strike. Their first release is a platform game called *Manic McGregor*

25 Teaser ads begin for Legend's new game *The Great Game Warz*

MARCH

4 Video Holt reveal further details of their ZX81 emulator. "Not only will it faithfully reproduce flickering graphics on the 64" said the spokesman "it will also give Commodore users the full benefit of ZX81 sound"

8 PCG's exclusive Game of the Month has an incredible 100 000 screens – all identical

20 Software Projects announce their 'hat new release *Matthew Gives Us The Willy's*'. The company offers £20 000 for a set of POKEs to debug it

26 Jeff Minter releases a new game featuring a four wheel drive yak

APRIL

1 Sinclair deny that their ads promising delivery of the Mystery "within the decade" are misleading. A spokesman says "Full production will definitely get underway by November 1989"

22 Top selling 64 programmer Tony Crowther leaves Warrington based Development

25 An exciting mail order company Dispiriting Software place ads for a 3D space game which comes complete with moulded plastic spacecraft

MAY

4 Ultimate announce they will now concentrate on the Commodore 64 and MSX micros. Seventeen Spectrum owners commit suicide

12 Details are released of the ZX81 emulator's programmer. He's Igor Rom User Part – a 65 year old inmate of the Home for Distressed Hackers. "We have great faith in his ability" said Video Holt. "He has written the best *Space Invaders* ever for the Texas 1 Pocket Calculator. We expect great things from him."

26 Alarmed by PCG's booming sales figures *Computer and Video Games Crash* and *Big K* announce a merger. The new mag is called *Big Computer Crash*

JUNE

7 Automata release a game called *Far Out and Intellectual* in which you have to laser blast your way through little grey blobs representing Kierkegaard's existentialist philosophy while simultaneously watching a home video of the Sex Pistols

25 The Enterprise is launched described by journalists as "the hottest computer of 1983"

29 PCG receives 200 letters complaining that Dispiriting Software's 3D space game hasn't yet arrived

JULY

5 We expect great things from 'Mr User-Port' says Video Holt adding the ZX81 emulator has yet to appear because of his difficulty in obtaining a ZX81

18 Jeff Minter releases a game featuring a nuclear-powered bison

27 Elite launch a new game called *The Hypesters* and offer a free holiday in the Carribean for the writer who gives it the most grovelling review

AUGUST

10 Mastertronic slash their program prices to 50p and offer a £20 000 prize to the first person to buy one

22 Enigami say their ultra hyper mega games are almost complete. They deny the company is facing financial pressure

24 Sainsbury's announce their bid to enter the software market. Their first title is called *Wally's Trolley*

SEPTEMBER

7 PCG hold a games exhibition in the Shetland Isles. It's a roaring success with a total attendance of 50 people, Jeff Minter and 4 000 sheep

14 Video Holt announce that their ZX81 emulator merely needs a little more time for completion. "We confidently expect to have it in the shops within the next millennium" a spokesman said

OCTOBER

1 Joystick manufacturers are accused of bribing software companies to encourage the production of *Decathlon* games

3 Jeff Minter reveals he's run out of hairy animals to feature in his games. "I'm into hairy plants now" he says

10 Jeff Minter releases his new game. It's called *The Cactus*.

22 Sinclair go bust

NOVEMBER

3 The first copy of Dispiriting Software's 3D space game is received by a reader in the Falkland Islands. The plastic moulded spacecraft is 1 inch high

18 Fifteen Japanese companies announce they are abandoning the MSX standard in favour of a more powerful one. It is rumoured to be 100 per cent compatible with the Spectrum. A spokesman said "At last the people of Japan will be able to play *Jet Set Willy*"

DECEMBER

2 Enigami's super ultra-hyper mega games appear. One features a thing eating dots in a maze. The other involves shooting little green aliens as they try to invade Earth

31 UFOs land in Britain but find everyone indoors shooting little green aliens and reading PCG. So they leave in disgust

Hill MacGibbon











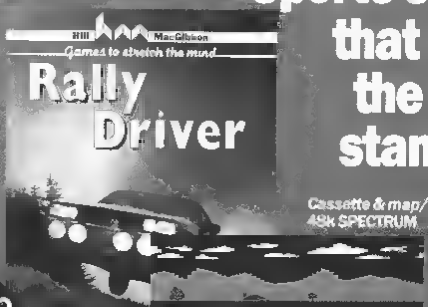
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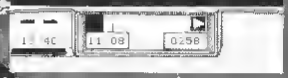


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Shot B

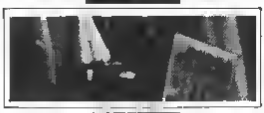

Shot C


Shot D

Four action shots from Ghostbusters.


1


2


3

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What's more you'll get a great package of *Ghostbusters* gear including a T-shirt, a record and a copy of the game from Activision We ll also be giving away this package to the 20 runners up in the competition

Sounds good? You said it Get those entries in



How to enter

Take a look at these three pictures Each is a blow up of a small part of one of the four action shots we ve printed from the Ghostbusters film All you have to do is work out which picture comes from which action shot Then send us, on a postcard (or write on the back of an envelope) the following information

– your name and address
– your phone number if you have one
the micro you own
– the letters (in the right order) of the action shots from which the blown up pictures are taken For example if you think picture 1 is from shot A picture 2 from shot D and picture 3 from shot B write A D B

Post your entry to **Ghostbusters Competition, Personal Computer Games, 62 Oxford Street London W1A 2HG**. The closing date is January 21st

After that date we shall make a draw from the correct entries The first three out of the hat will be declared WINNERS The next 20 will be runners up

Dream arcade action from Taskset and PCG

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In addition to the arcade console Taskset are donating 25 copies of *Cad Cam Warrior* their latest 8000 screen blockbuster for the Commodore 64. With games like *Super Pipeline* and *Poster Paster* already under their belt Taskset look as if they could have come up with one of 1985's big hits and 25 runners-up will receive a free copy of the game direct from Taskset.

Now for the competition. All you have to do is look at the three simple questions below and enter the answers on the form. You must then complete the tie breaker using not more than 20 words, fill in your name and address and post the form in an envelope to **Taskset Competition, Personal Computer Games, 62 Oxford Street, London W1A 2HG**. Closing date for entries is **January 21st, 1985**. Good luck!

Here are the 3 questions

1 Which software company has its offices in Bridlington?

2 Which Taskset game stars a character called Bill Stickers?

3 In which arcade do you encounter Landers, Swarmers and Pods?

Taskset Competition Entry Form

Name .....

Address .....

.....

The answers to the questions are

1) .....

2) .....

3) .....

If I met a Mutant on a bus, I would (max 20 words) .....

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CadCam Warrior is a stunning 8 194 screen mega-shoot-em-up from Taskset who've already notched up a terrific reputation with games like *Super Pipeline* and *Poster Paster*.

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Each screen is different and threatens the player with instant destruction. You can succeed by clearing every screen which may involve blasting everything in sight, collecting objects or some other task. The game is so vast however that achieving victory in this manner could take days of continuous play.

Taskset have incorporated an ingenious system that rewards your performance on a particular screen by making special short cuts available to the player. Once you've completed a screen the program offers you a choice of exits. Some will lead you further on your journey – but others could lead you into BIG trouble!

Unlike a lot of multi-screen games this one will keep your heart in your mouth every inch of the way (so be careful not to cough while playing). AND there are 25 free copies waiting for 25 lucky people in our competition – so get your entry in now!

Above is just one of the 8 194 hostile screens from *CadCam Warrior*. Each screen shows a metallic design with two surfaces. The upper half shows the top surface of the plate and the lower half shows the darker underside. You will have to do battle on both surfaces to emerge victorious.

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Stay on it if you can, but whatever you do, stay on course.

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All he really wants to do is build his circuit boards and go with the flow. But things keep getting in the way.

Robots — the purple influence — they run regularly. They're harmless, but only from a distance.

Then, the lightning bolt, disconcerting everything in his path. Which can be frustrating after 5m and day on but essential.

And the cunning Killerwatt is out to fry poor Edison's backs. But our hero simply soldiers on.

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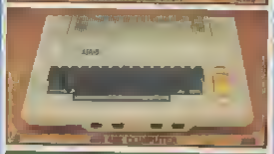
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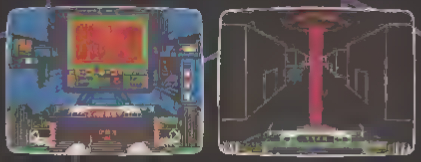
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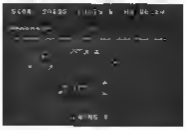


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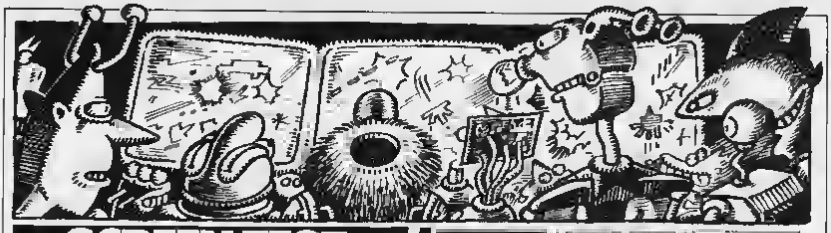
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SCREEN TEST

The section this month is completely dominated by the two new games from Ultimate. So much so that we've labelled both of them *Game of the Month*. Many Spectrum owners will already have seen the games by the time they read this — but perhaps they'll still appreciate our map of *Underwurlde* and some tips on both games which aren't to be found in the instructions.

Tir Na Nog, *Jasper!* and *Buggy Blast* are also big hits on the Spectrum while 64 owners will have to be content this month with Beyond's slick new package *Psi Warrior*. There's also plenty of impressive software for the BBC One, Amstrad and MSX machines – so turn the page and feast your eyes...

The PCG ratings – marks out of 10

GRAPHICS – Are they colourful, realistic, cute, bad? Are creatures well animated? Is movement smooth? Does the game look different or is it similar to plenty of others on the market?

SOUND – Does it succeed in adding good atmosphere to the game? Is there plenty of variety? Is it annoying? Is there good music?

ORIGINALITY – Does the game contain significant new ideas or is it simply a rehash of overused and tired themes? When you play it do you think "Wow, this is different"?

LASTING INTEREST – The most important rating. Is the game addictive? Does it have depth? A long-term challenge? Will you still be playing it in a month's time?

OVERALL – This takes into account all the above, plus the game of the genre. If we think it's ever passed for what it is, it could get marked down...

GAMES OF THE MONTH

Knight Lore (Spectrum)	96
Underwurlde (Spectrum)	90

PCG HITS

Psi Warrior (Commodore 64)	60
Castle of Gems (BBC)	68
Tir Na Nog (Spectrum)	78
Jasper (Spectrum)	80
Buggy Blast (Spectrum)	84

COMMODORE 64

Ghostbusters	54
Beaties	56
Rocket Roger	56
Headache	56
Jinn Genie	56
Toy Bizarre	58
Fighter Pilot	58
Drelbs	58
Bad Mother	60
Cuthbert enters the Tombs of Doom	60
PsiWarrior	60
See-saw	64
Aztec	64
Sorcery	64
Frequest	64

SPECTRUM

Knight Lore	52
Super Mutt	73
Tir Na Nog	78
Alter Nothing	80
Volcanic	80
Jasper!	80
Travel with Trashmen	84
Sir Lancelot	84
Buggy Blast	84
Underwurlde	86
Mr Freeze	90
Meltdown	90
Country Cottages	92
Insurgency	92
Booty	92
Cuthbert in the Castle	66

RRC

Nightmare Maze	68
Duckl	68
Castle of Gems	68
Eddie Kidd's Jump Challenge	72
Felix Meets the Evil Weevils	72
Scrabble	72
Spacemen Sid	72

MSX

Super Cobra	66
Cosmic Bakery	66
Cosmic in the Castle	66
Time Pilot	66

ELECTRON

Eddie Kidd's Jump Challenge	72
Felix meets the Evil Weevils	72
Spacemen Sid	72

VIC 20

Forty Niner	58
Space Invaders	58
Mickey the Bricky	72

AMSTRAD

Roland on the Run	75
Hadidfast	75

ORIC/ATMOS

Styx	76
Fire Flash	76

VIDEO NASTY

Cocoon in the Castle	66

PCG PANEL



FRASER MARSHALL

A 17 year-old Scot from Glasgow and owner of a Commodore 64 and Vic 20. When he's not playing one of his 80 64 games or programming one of his own, he likes photography, fishing and hockey.



PETER COLLINS

Full time PCG staff writer of many years ago (but still under 30). Has a penchant for fast moving arcade games. Loathes adventuring. None of this are worth one screen of *Snapper* or *Rocket Raid*.



PETER WALKER

Comes from Prestbury, Cheshire and owns a 48K Spectrum for which all his games have a hefty software collect on. 16 years old.



SAMANTHA HEMMINS

Just turned 16 and is one to be called Sam by her friends. Her first PCG task showed a mean touch on micro games which she's not too hung, coping with PCG's huge mail bag.



SIMON ROGERS

A 16-year-old from Oxford. Has a Dragon and Intends with basic minor misuse. Enjoys playing *Chuckie Egg*.



SIMONY FISHER

A winner in our competition thanks to a tip in his new job at Internet Grid Soccer. Aged 16, lives in Barnsley, Yorkshire and owns a 64 and an impaired Vic 20.



SIMON CHAPMAN

Another 16 year old works for a computer shop in Leicester and has a background knowledge of several thousand different computer games.



BOB WADE

Another full time staff writer, he's already worked his way through a massive number of games in the few months he's been at PCG. Aged 19 and the owner of a Sinclair QL.



FIONA ANDERSON

PCG's magnificent sub-editor aged 17 and owner of a Spectrum and Commodore 64. Too busy reading the mag to spend as much time as he'd like at the keyboard.



SHINGO SUGIURA

A 17 year old London-er and computer addict. Owns a BBC On, CPC 464 and a broken ZX81. Also writes programs and has had one published in PCG.



RICHARD PATEY

Aged 14 and comes from Cambridge. Enjoys nothing better than a game of go. Richard hates Vics, 64 and anything mature, writing style but failure works for the Daily Mirror.



BOB PATRICK

A 16-year-old from London beginning work on A-levels. Has access to a Spectrum and BBC on both of which he's seen plenty of games. Didn't win his picture publ shed.



MARTIN SMITH

Aged 15 and lives in Aylesbury, Bucks. Enjoying his O-levels. Owns a Spectrum 48K but a restless football, music and Marvel comics.



STEVEN FILBY

Another of those 64 owners, he's 14 and lives in Bedford. Likes playing with computers until playing with words.



STEVE SPITTLE

Aged 17, his job in Information technology gives him access to most home computers. Enjoys being on PCG's panel because I like receiving letters, yes I



DAVID WRIGHT

A 16 year-old from Chester and an avid Atmos owner. He's had his micro's screen recently and is a keen adventurer, while still being partial to a bit of Commodore flashing.



STEVE COOKE

PCG's 29 year old deputy editor. Owns a Spectrum, mixed Bowie's Lyric and has just bought an Amstrad which he sees as the best thing since the advent of adventure games.

1 GAME OF THE MONTH JANUARY 1985

KNIGHT LO

The inlay card for *Knight Lore* makes intriguing reading 3D scenario it says Also amazing animation Plus Filmation a unique process whereby you have complete freedom within the confines of your imagination to do as you wish with any of the objects and items Sounds like the usual promotional con? No this game is as much of a breakthrough as Ultimate claim

For a start the graphics are astounding There have been plenty of 3D games in the last year but this one is in a class of its own The characters and objects are large and completely solid not just line drawings The perspective is as clear and convincing as you could hope for and yet the action remains satisfyingly fast and precise

You might think all this is just pretty window dressing In fact the 3D presentation is essential because most of the game s numerous puzzles simply couldn t be displayed in 2D

The story goes like this Sabreman having escaped from the jungle and the Underwurlde now finds himself afflicted by a curse which has made him a werewolf The only being who can free him from it is a certain wizard who must be located and given certain objects to create the necessary spell

So Sabreman spends his time roaming through the wizard s Escher like castle trying to get safely through 100 plus rooms picking up objects en route He has 40 days to complete the task – the passage of each day being indicated at the bottom of the screen where a sun and a moon rise and fall alternately Every time the moon rises Sabreman changes into a wolf clearly a nasty experience even though the wolf does look rather cute

But it s the challenge presented by individual screens which makes the game There are spiked floors to be avoided floating paving stones which may sink when you jump onto them and evil barbed balls which fall from the ceiling Then there are brilliantly drawn ghosts which rush through at dangerous speed armoured guards plodding soberly in straight lines and white spheres which usually bounce gently around the screen but can also act as a kind of ball-bearing to roll paving stones from one place to another

These elements have been combined in different ways to create the most ingenious puzzles In one screen an object you need is surrounded by spikes – you can drop onto it from above but escape seems impossible However if you stand on a sinking paving stone for just the right amount of time you can create a path to safety Elsewhere there are objects hidden under paving stones as well as booby trapped objects – collecting one might cause barbed balls to fall and block your escape

Control of Sabreman marks a departure for Ultimate There are two keys to turn him left and right another to move him forwards two more to jump and pick up objects This mode of movement takes a little getting used to but at least the company have abandoned their traditional control key layout in favour of a much more workable arrangement Joystick owners have an option called directional movement which many people will find even easier

One criticism of the previous three Ultimate games was that interest in them was bound to wane once they had been solved I don t think this will happen with *Knight Lore* because even after solving the game there will still be the challenge of solving it in fewer days

There s no doubt about it Ultimate s magic is as powerful as ever *Knight Lore* will be every bit as influential as *Atic Atac* was a year ago It s a spell binding triumph

Chris Anderson

WHAT THE INSTRUCTIONS DON'T SAY

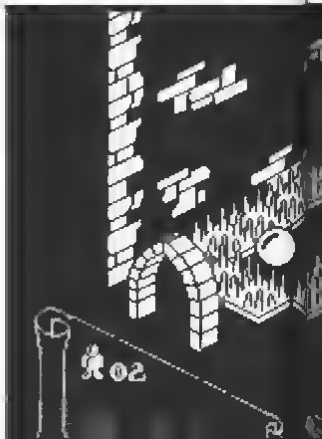
As with all Ultimate games, the cassette inlay is less than explicit about what you re actually meant to do in *Knight Lore* Now all can be revealed

Scattered around the many rooms of the castle are various objects such as crystal orbs, potions, boots, and crystals You can carry up to three of these at once

Once you've picked up three you must find the location in which the wizard walks around his cauldron One of two things will happen The flickering spell on top of the cauldron may attack you – in which case get out fast

Alternatively, it may flash up a picture of an object If you have this object, move it into the 'drop' position of your status display and then hop over the side of the cauldron (avoiding the wizard) This effectively drops that object into the brew

You simply have to keep repeating this procedure with fresh objects until the brew is complete The bad news is that you have to put in no less than 14 different objects – which could take some doing But it can be done (Both *Underwurlde* and *Knight Lore* were solved by games freaks within a week of their release)



RUM • SPECTRUM • SPECTRUM

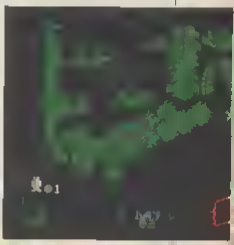
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GAME: KNIGHT LORE
MACHINE: SPECTRUM 48K
CONTROL: KEYS KEMP SINC CRSR
FROM: ULTIMATE £9 95

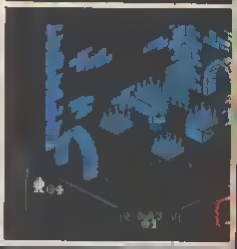
GRAPHICS	10
SOUND	7
ORIGINALITY	9
LASTING APPEAL	10
VALUE	10

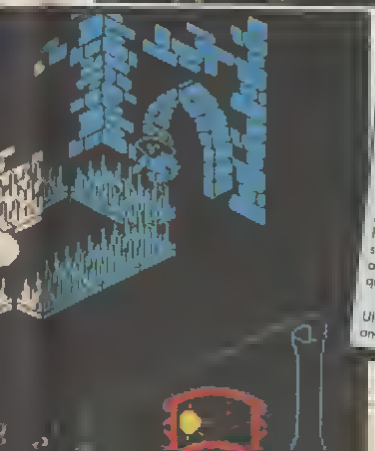


● Each room presents you with a puzzle – even if it's only getting to the other side. Some of the more complex tasks require really ingenious solutions.



● Superb atmosphere and 3D graphics





Like everyone else I was pretty devastated by this game. Not only are the graphics superb but the game itself is chock-a-bloc with original touches. Somehow the 3D effects manage to generate a real sense of 'being there'. That, in itself, is quite an achievement given the limitations of 3D representation on a small screen, and Ultimate have obviously put an awful lot of thought into the design of each screen.

Other features that particularly appealed to me were the way your character keeps glancing excitedly about him, and the fact that you could 'reset' a screen to its original state by leaving it and re-entering it. Reckon I'll be losing quite a few knights' sleep over this one.

Steve Cooke

Ultimate have finally gone the whole hog and put Sabreman into 3D. This fitting out of the classic explorer has given him a new lease of life and I found the game tremendously absorbing.

While the room layout may remind you of *Atic Atac* the new perspective and the problems set provide a new challenge. Brilliant graphics and Ultimate sound effects as usual and they're still keeping ahead of the competition.

Bob Wade

The transformation from man to werewolf is brilliantly executed, and I was almost tempted to sit back and let days turn to night just to admire those special effects.

But the game is also very playable – if not easy to solve in the 40 day limit. I found the controls difficult at first but they soon become very responsive – though not responsive enough for me to get anything better than a rating of Poor. It's a marvellous game and one I'd stick at until I'd cracked it.

Peter Connor

PANEL POINTS

COMMODORE 64 • COMMOD

GAME: GHOSTBUSTERS
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: ACTIVISION £10 99 £19 99 D

Ghostbusters has some beautiful touches The first is the horrible ghostly laugh that drifts out of the set when the game is loading Then on comes the chart-topping theme music, with the words appearing line by line on the screen so you can sing along – brilliant

Bopping around on the chair I intrepidly pressed the F1 key and went into the game itself Your first task is the rather mundane one of getting your spook busting franchise and getting a loan from the bank

The next screen displays a selection of ghostbusting equipment and their prices and you have to consider how best to spend your resources The hardware includes a choice of car (from coupe to station wagon) and traps bait image intensifiers etc

The next step is to press E which shows you a map of the town with your position represented by the Ghostbusters logo

Your aim is to catch slimmers and stop roamers from reaching the dreaded Temple of Zuul Roamers are yellow ghostly creatures and quite easy to catch by freezing them Pressing the fire button you then see a representation of your car on a three lane road and when they appear you suck them in with your vacuum Slimers aren t such a doddle

Stopping outside a red flashing house – which means there s a slimer inside you press the fire button When you get there you have to deposit the trap station your men and catch the blighter For this you receive money If you manage to catch enough slimers and avoid paying damage when the marshmallow man appears (press B quickly) then you might make it in the Temple

To reach the Temple of Zuul you must be able to cover your bank loan then creep past the patrolling marshmallow men to reach the top of the building and confront Zuul

The four kinds of screen you see aren t graphically brilliant but definitely come up to standard Difficulty is determined by the amount of Psycho-Kinetic energy (PK) in the town As your PK goes up the harder it gets The PK will rise drastically if you miss any of the ghosts

When it reaches major proportions – around 10 000 – the Keymaster and Gatekeeper will reach the temple and you unfortunately are bankrupted and foreclosed by the bank.

Body popping music, good graphics and an obvious sense of fun I felt this game lived up to its hype – and will be a real blast for people who enjoyed the movie

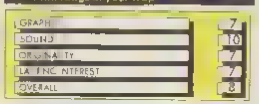
Samantha Hemens



The city plan showing four roamers heading for the Temple of Zuul



Attempting to catch a slimer by guiding it within range of your trap





PANEL POINTS

The presentation and initial impact of this program are unbelievable The music and speech could hardly be bettered And small touches like the way you use a fork lift to load your car, are so slick it s unreal

The game itself might not work were it not for the fact that it succeeds so well in recreating the feel of the film Cynics will say the game-play is terribly simple, but thanks to the music and the overall structure of the game most people will find it offers hours of entertainment

Chris Anderson

Uh-oh slimed again and laughed at as well The music and speech synthesis are tremendous and can only add to what is already a very good game

The two city stages of the game are fairly simple but the challenge is getting enough money together and this combined with the delightful graphics and music I found it a great game to play

It might have been nice to have variation in the way you capture the slimers but overall it s a winner

Bob Wade

I don t usually play around with the supernatural and *Ghostbusters* hasn't really made me much more enthusiastic

The problem is lasting interest Essentially you just drive around trying to catch slimers This isn't terribly easy but it isn t terribly varied

It may well take a long time to get more money then you started with but that doesn t necessarily mean it will be interesting I don t think this game is everything it s cracked up to be

Peter Connor

THE MICRODEAL WONDERLAND

These terrific games from Microdeal are available in Tandy Shops Nationwide for the

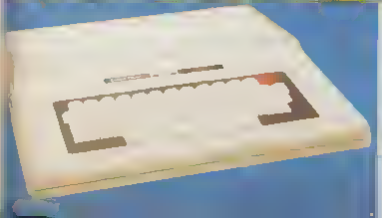
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GRAPHICS 7
SOUND 6
ORIGINAL 6
LASTING INTEREST 7
OVERALL 7

GAME: BRISTLES
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: STATESOFT £8 95C £10 95D

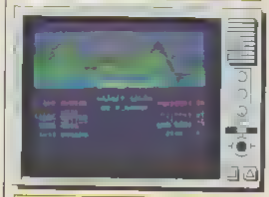
This game about painting houses comes with a comprehensive 12 page set of instructions Don t let this put you off – it is in fact a simple game of slapping emulsion all over a house

Each house has a number of rooms connected by lifts and steps which allow you to move from one to the other painting as you go You have to paint the entire house within a time limit which gets shorter on the higher levels

Each dwelling has a selection of hazards which you must avoid For example, Brenda the Brat puts hand prints on the walls and has to be kept quiet with a candy stick

A series of malevolent buckets also causes problems with flying half pints whizzing across levels dumb buckets shuttling up and down floors and their leader the bucket-chucker pursuing you relentlessly Don t worry though some of them don't appear until higher levels Avoiding these horrors is mostly a matter of jumping ducking or moving quickly to another storey of the house

There is a total of 48 levels Each level consists of eight buildings containing six levels The graphics are good and you



GRAPHICS 7
SOUND 5
ORIGINALITY 7
LASTING INTEREST 7
OVERALL 7

GAME: ROCKET ROGER
MACHINE: CBM 64
CONTROL: KEYS
FROM: ALLIGATA £7 95C £11 95D

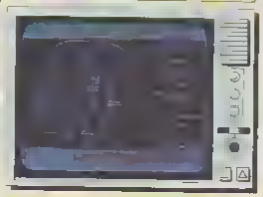
You control Rocket Roger our intrepid hero with backpack and all in his effort to collect 99 crystals from above and below the surface of a planet where his rocket has crash-landed without too much apparent damage

It is an eight way scrolling game with a little too much similarity to *Son of Blagger* for my liking and I do not think the added feature of being able to fly compensates for this The thirty square feet of playing area boasted does not seem to pose as big a challenge as *Son of Blagger* but it is still pretty difficult

The planet surface where you start is littered with volcanoes spitting lava and you aren t safe from these anywhere on screen Spaceships and descending meteors are also early dangers but judicious use of your jet pack and the fire button can get you past them

The crystals fuel both your jet pac and your spaceship so you have to keep up your collecting to avoid crashes This isn t easy in the caves where laser beams and sliding doors bar your way

Graphics are slick and professional in all respects including the nasties which guard the entrance to the lower world and all those in the underground zones which the game is divided into The



GRAPHICS 7
SOUND 6
ORIGINALITY 6
LASTING INTEREST 6
OVERALL 6

GAME: HEADACHE
MACHINE: COMMODORE 64
CONTNGL: JOYSTICK KEYS
FROM: FIREBIRD SOFTWARE £2 50

This is one of the first in a new range of games from Firebird Software sold at a price that won t break the bank Firebird are a subsidiary of British Telecom and not surprisingly, from the people who brought you 'the power behind the button' a keyboard option is given So what do you get for your money? More than you might expect

This simple yet originally presented game is made more compulsive by a change of opponents with every level and good sound effects including explosions and a noise similar to the Tardis of Dr Who fame taking off The final touches are a pause facility and a music on/off option a shortcoming on most other games

As Ned a robotic-looking character you must run around a head shaped area collecting impulses from what appear to be people sitting upright and carry these to either a rather small looking brain at the top of the head or to the neck Blocking your path is Head Banger an unfriendly little chap who wields a hammer and runs madly about the screen chasing you His aim in life is to give you a fatal headache



GRAPHICS 6
SOUND 6
ORIGINAL 5
LASTING INTEREST 6
OVERALL 6

GAME: JINN GENIE
MACHINE: COMMODORE 64
CONTROL: KEYS JOYSTICK
FROM: MICROMEGA £8 95

Jinn Genie is another Commodore game set in mystical Arabia Your aim is to find the magic jar the only vessel capable of holding and banishing the wicked Ifreet You must save the Golden City from his evil ways!

In the first screen you must fly through the flying devils on your magic carpet You can also destroy them with magic spells To do this you press the fire button on the joystick which will make a spell causing a cloud like sprite to appear You then manoeuvre it round the screen until it is over one of the devils This sounds fiddly but it is quite easy to do

On the second screen you must find a window which opens for you by climbing various ladders This is a bit of a con really since it is always the eighth window you try!

On the third screen you must light various torches which will enable you to find the magic jar

Finally you come to the inner sanctum where you must trap the Ifreet in the jar Again you control both the hero and the jar with the joystick using the fire button to switch between them If



MODORE 64 • COMMODORE 64

can choose one of eight different pain ters to use as your character

Each of the skill levels is different, which stops the game from getting bor ing For example, on level two your painter uses invisible paint! And on skill level six not only is the paint invisible, but you have to paint all eight buildings in the dark!

After you have completed each build– ing you are given a word which will eventually make up a sentence This makes the game even more addictive

I recommend all Commodore 64 owners to add *Bristles* to their shelves Painting has never been such fun!

Steven Filby

PANEL POINTS

It's not the graphics and it's not the sound that makes *Bristles* a good game – so what is it? I'll tell you It's a new and original idea with the option of four people playing the game It offers very good family entertainment

Adrien Ogden

Graphics are rather simple on characters and houses but there are elegant touches at times Sound is really just as good when it loads as in the actual game I took great delight in discovering the word at the end of the screen and this seemed to add to the challenge

Definitely a competent piece of software for your collection

Simon Chapman

Home owners who have been promising to redecorate their houses for years can now do somebody else's from the comfort of their armchairs This version of the simple painter games has much more to it than its crude predecessors

There is lots to keep you alert with things moving everywhere most of them trying to return you to the basement Certainly more fun than the real thing

Bob Wade

scrolling is what you'd expect from Alligata – the best There isn't an awful lot of sound though

An important word of warning – YOU CANNOT USE A JOYSTICK!! Boo! Hiss! I hear you cry Never mind there are only four keys to use and you can really forget the jump key with your super jetpac

You could collect crystals or simply explore the underground caverns Staying in a zone will result in being killed by a vicious football Do not hit the edges of the caves or any aliens Don't run out of fuel either All will result in losing one of your five lives Plenty to keep your interest for a long while

Simon Chapman

PANEL POINTS

With a playing area 90 times that of the area seen on-screen, stacks of variation in the aliens, missile command style explosions and plenty of 'whizz–bang' sound effects, *Rocket Roger* will set your pulse racing every time you play. It easily outflies, outmanoeuvres and outguns any opposition from its arch-rival *Jetpac*.

Fraser Marhsall

I found Roger's rocket rather insensitive to control, particularly when you can only use the keyboard. This means I kept plummeting to earth instead of gently gliding downwards. This, combined with the fact that you cannot see the ground at maximum height, caused many fatal crashes on the craggy planet surface.

If you can get the hang of the control, the game presents lots of challenges with a shoot-'em-up feel to it and an awful lot of crystals to collect.

Bob Wade

An extremely addictive game this, with many original touches. The graphics and the movement are brilliant. The controls though, are extremely difficult for a gamester who relies solely on his joystick but this is my only grumble.

Adrien Ogden

Head Banger is helped in his mission by the Throbs – evil aliens who start off as jelly-fish like creatures but mutate on later levels to weird and wonderful things like potato waffles and octo puses If Ned beats the clock which ticks relentlessly as he races about and defeats Head Banger and the Throbs he moves further into the game My only criticism of *Headache* is that it is some times awkward to move Ned up the ladders

This game shouldn't be discounted because of its price It isn't a great game but it isn t bad either and it won t be a costly mistake if you're not entirely happy with it

Fraser Marshall

PANEL POINTS

The whole game has a very professional appearance, from the clever split screen effects to the excellently animated nasties. Ned himself was rather difficult to control, moving too quickly and climbing ladders when you didn't want him to.

As with the graphics, there were some very flashy sonic effects. I hope they don't let success go to their heads (get it?).

Jeremy Fisher

Even after my thirtieth game I was still hungry for more – talk about being addictive, it even approaches *Chuckie Egg* standards! The sound matches the graphics, mediocre yet extremely powerful during the special effects.

At this price, it is definitely one for your library – it may not be a classic, but few games will give so much enjoyment

Richard Patey

Running around your own head is a wonderful idea, but I'm not sure I fancy firing that laser inside mine One annoying feature is the appearance of the Throbs at the top of the head which makes getting to the brain very difficult

Bob Wade

you manage to get this far, which isn t too difficult the game starts again at a harder level

Fortunately you can start at higher levels which is a good idea since the first level is so easy it becomes a bit of a bore

Sadly most screens are of good old *Manic Miner* type Despite the fact that the graphics are very colourful and of a good quality and that the game has a good story at £8 95 it is a bit over priced There are many other good platform games that are a lot cheaper so unless the price of this game is brought down you might be better off buying one of the others

Steven Filby

PANEL POINTS

Microgen's first tentative step into the Commodore 64 market is definitely commendable. It won't stretch your mental abilities and the easier levels are a pushover, but as you progress things get tougher and with several different sections to each city you've got a variety of tasks.

There are some clever parts of the game like the Sphere of Oblivion and the gradual brightening of the rooms as you light torches. Not exactly one of the mystical delights of Arabia but good enough for me to want to play again.

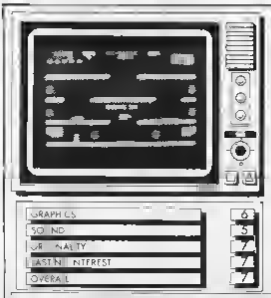
Bob Wade

The idea of the game is quite brilliant and includes some new interesting features. I particularly liked the way you have to manoeuvre the pot around and eventually stopper it to trap the Genie

The sound was pretty authentic but not so good on the old ears if you're not into Arabian music.

Nasties encountered didn't change much from city to city but multiplied vociferously towards the end of the game, and the graphics, although interesting, certainly weren't awe-inspiring

Samantha Hemens



GAME: TOY BIZARRE
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: ACTIVISION, £9.95

A highly original game where you must guide Merton the maintenance man through hours of turning off valves in a factory. If you don't turn them off, you get balloons that fill up and float gracefully to the top of the screen and mutate into nasty little gremlins.

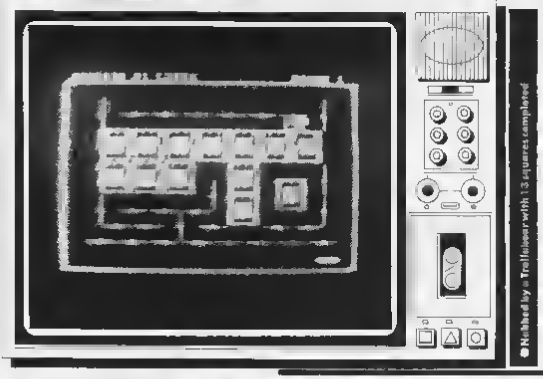
These baddies – don't be fooled by their 'innocent toy acts – will hop around the platforms and six pistons where you may jump out and nab 'em.

To make life difficult the overweight Hefty Hilda regularly appears and turns the valves back on. There are bonus phases (called 'Safety Checks'), an increasing number of Hildas and gremlins, and changing arrangements of platforms to keep up the interest.

The display is really just a side-on view but there is just a hint of 3D on the platforms. Merton has to run along the platforms, jump over Hilda and the other deadly nasties and super-bounce onto higher levels.

A game with a good tune at the beginning of each hour (level). There is a time limit on the game so be quick to get those gremlins!

Animation is smooth and the sound



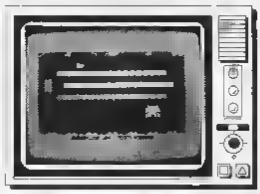
GAME: DRELBS
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: US GOLD, £9.95C, £12.95D

This is one of those simple two stage games which get progressively harder the longer you play.

Stage 1 places you on a screen cluttered with revolving panels which you must arrange in sets of four panels so that they form a square.

Once you construct a square out of four panels it colours in. Nudging all the available panels into squares takes you on to the next phase of the game.





GAME: FATTY HENRY
MACHINE: VIC 20 UNEXPANDED
CONTROL: KEYS, JOYSTICK
FROM: SOFTWARE PROJECTS, £5.95

Ever been worried about being eaten? Well here you are a nice fat little fish called Thwitchy Thwilly plucked from your watery wonderland and thrown into the oven of a first class restaurant.

Trapped in the oven you find flames licking along the bottom of the screen – put them out or your goose (do I mean trout?) is cooked. Thwitchy automatically drops towards the flames so you have to have a light touch on the joystick or keys to avoid fatal crashes.

The flames are extinguished by collecting the drops of condensation that form at the top of the oven and releasing them onto the fire below.

Needless to say things aren't as simple as that and there are a variety of hazards to overcome. You can select any one of six screens to start at but some are much harder than others and you would be wise to begin with the first screen that appears on the demo run. Different dangers appear on each of the ten screens but one ever present risk is the flames that shoot up a column to try and fry you.

Other threats are flying pieces of food, a rotating spit and the infamous animal of the title – the restaurant's pet dog.

GAME: FIGHTER PILOT
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: DIGITAL INTEGRATION, £9.95

Here at last is one of the greatest flight simulators for a home micro, translated from the Spectrum.

Six options from landing practise through to thrilling 3D air-to-air combat plus four skill levels comprehensive controls and good instrumentation make this a winner for anyone who longs to take to the skies.

Steve Cooke



GAME: SPACE INVADERS
MACHINE: VIC 20 UNEXPANDED
CONTROL: JOYSTICK, KEYS
FROM: LIVEWIRE, £4.90

It's a long time since I've seen a micro version of this game. The grand daddy of them all.

Even though I enjoyed the game for its nostalgia value I have to admit that it isn't one of those games that age cannot



E 64 • VIC 20 • COMMODORE 64

effects are continuous without being off-putting Pity there's no music as you play which I do enjoy

It s a little awkward to bounce onto higher levels at times Detail of the graphics is only reasonable but it does not need to be superb to be an entertaining and pleasant game

One of the better new releases from Activision but surprisingly the loading of this game is around seven minutes So it would benefit from a faster loading system

However I think it s neat, well presented and with enough different variations to be worth the rather lengthy initial wait

Simon Chapman

There are a couple of problems however The first one moves clockwise around the perimeter of the screen blasting off the occasional bullet and another patrols the rest of the display, shifting panels (but without filling in squares) and killing you on contact

What s more every so often a hideous face will appear in one of your filled in squares and leer at you When it disappears you find you've got to fill the square all over again Occasionally this ugly mug is replaced by a damsel in distress whereupon you jump into the square and give her a kiss thereby earning mucho (or should it be macho?) bonus points

The second phase is very simple – you find yourself on a screen littered with images of your Drelbish self which you must walk over whereupon they turn red and flee from the screen for bonus points While you're doing this a robot patrols the screen blasting away vertically and horizontally

Success, however just starts you all over again with more enemies (of the same kind though) to thwart you

Drelbs is graphically attractive easy to play, and enjoyably addictive when you start Though I m inclined to doubt whether the addiction will last all that long

Steve Cooke

Fatty Schizo Henry who is very fond of fish

On each screen there are also layers through which a droplet of water cannot pass Then you have the tough job of trying to dip below these to release your burden without getting hit by a flame

It is annoying that every time you lose a life all your fire fighting is undone and you start again in a sizzling hot oven

The graphics are chunky and there is only one basic screen with variations but it s an original game concept and very well packaged for the unexpanded Vic There are no fancy tunes but some oven like sound effects as you rush about trying to save your bacon er sole?

Bob Wade

wither But this is a reasonable version It has chunky graphics and smooth movement that will not disappoint you if it s a game you want to play

Peter Connor

GRAPHICS	5
SOUND	5
ORIGINALITY	6
LASTING INTEREST	3
OVERALL	3

NAME: CLUEDO
MACHINE: COMMODORE 64
CONTROL: KEYS
FROM: LEISURE GENIUS £12 95

The Whodunnit board game on your home computer and a pretty straightforward translation it is too No stunning animation or sound – although each character does have his or her own theme tune If you like board games you ll like this – but then you've probably got it already The only advantage this has over the original is that you can play by yourself with the 64 taking all the other roles

Peter Connor

GRAPHICS	5
SOUND	4
ORIGINALITY	5
LASTING INTEREST	6
OVERALL	5

PANEL POINTS

You'll never want to see another toy again after this game! It's very simple, yet very addictive. My complaint is that the music could be much better.

The toys look so lovable at first, it seems a shame to finish them off! But after they have finished you off a few times you won't mind so much

Steven Filby

There is no doubt that this game is bizarre – why balloons, indeed?! Despite this it is a fairly playable game with some interesting graphics

I didn't think so much of the sound, but when Activision let out the registers, and SID echoes forth a tune, everyone is happy.

Toy Bizarre did not hold my attention for long. Technically it may be good – it's just not addictive enough

Richard Petley

The title is a clever play on words but the game is not bizarre enough to hide its platform scenario Though the original idea of using booster pads to stop your adversaries is one of the best. There's frenetic action as you chase around the screen trying to keep everything under control

Bob Wade

PANEL POINTS

Somehow *Drelbs* isn t quite as original – or as exciting – as it looked at first glance The first stage of the game is a bit like Ladybird, and the second stage is frankly dull I found *Drelbs* to be almost one of those simple games that keeps you playing until your fingers foll twitching to the floor but not quite

Peter Connor

Wacky games are the thing of the moment and this will have you puzzling for many an haur Despite there being only two parts ta the game I found it strangely compulsive trying ta box ga tes and free my cute colleagues

Graphically there is surprisingly little there except for the delightful faces This doesn't detract much from the game which is more about reacting quickly and thinking even faster

Bob Wade

There are a few original features in this game which are immediately endearing However you can t help thinking they could have taken the idea a bit further and made a truly novel game

Interesting sound effects.. well presented – pity about the lasting interest

Samantha Hemens

PANEL POINTS

You'll need strong arms to play this one, since you're constantly on the go Putting out flames with drips is one thing, but you've also got to keep Thwitchy from falling into the deadly fire

I'm not sure what animal Thwitchy is supposed to be, but since it comes from an aquarium, the thing it looks most likely to be is an octopus This gives you an idea of the graphics – not terrific, but bearable

The sound is acceptable, with all the appropriate noises whooshing out of your TV and there's the added bonus of you being able to start on any one of ten screens One of the better Vic games.

Samantha Hemens

Just because a game's on the unexpanded Vic doesn't mean you have to put up with it if it's boring, which this one is.

Whatever that creature is that s trying to keep out of the cooking pot, I don't think I'd like to face it on a plate. It looks suspiciously like a Vic graphics character to me.

Although the game has ten screens, they're all basically the same, with only the barriers varying I prefer a little more interest on the menu.

Peter Connor

GAME: BIRD MOTHER
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: CREATIVE SPARKS, £7.95

The world of nature is the setting for this original game which with its stunningly depicted hi-res background, looks just the place to spend a summer's day

As Bird Mother you must collect falling twigs to build a snug little nest. Having caught a twig you must drop it onto the nest and build bit by bit. With a little practice this part of the operation becomes second nature you just have to look out for the rocks and stones falling from the sky.

In your nest, you must now lay three eggs. These rapidly hatch into fledglings and need to be fed with the insects which fly about the sky at random.

You pick up twigs, and food for the fledglings by pressing the fire button. This opens and closes the bird's beak, but you have to be very accurate.

The flying insects are frustratingly hard to catch making the second screen more difficult than the first. At the same time, a man paces backwards and forwards across the bottom of the screen, viciously throwing his walking stick into the air.

The fledglings are exceptionally hard to protect and have to be bumped about the screen being careful not to let them get off the edge of the screen.

With these dangers avoided and your fledglings fattened up, you must now teach them to fly. The main problem on this screen is a ravenous hawk who just loves the taste of baby bird. On completion of these three tasks you move onto a higher level.

On a change of screen, a different although similarly repetitive little ditty is played throughout which can become very irritating. Despite this *Bird Mother* is one of the most colourful and well animated games for the 64 and should appeal to those of a gentler disposition, making a refreshing change from all out destruction.

Fraser Marshall

GAME: CUTHBERT ENTERS THE TOMES OF DOOM
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: MICRODEAL, £6.95

You are in the tombs of Ledromica and you are trying to find the temple of Rah where you will be rewarded with a great treasure.

The tombs consist of over 200 screens through which you must pass. This is made difficult by the fact that you continually have to pick up keys to open doors which block your path. It is essential that you don't hang about in doing this because in each section of the tombs you only have a limited supply of oxygen. You only get more air when you open the door to the next section.

There are also treasures trapped in the walls and these can be picked up for points. Greed can get you into trouble though since some large batches of treasure are trapped behind doors which you don't need to open in order to complete the course. This may leave you a key short and you'll asphyxiate quietly in a corner.

Your biggest problems, however, are the tomb-dwelling nasties that magically appear through the 'evil' portals. There are two ways of dealing with them: the best way is to zap them. Or you can take on the monsters with one of your three magic lamps. If a monster is touched in a room of the same colour as the lamp it is instantly immobilised. But you can use the lamp only once, after which it has to be refilled by gaining 2 000 points in a chamber of the same colour.

In some rooms there are also transportation chambers which can move you around the screen from one to another, often getting you past an otherwise impassable obstacle.

[illegible] test is how much perseverance you have. Size alone can't make this game a winner.

Rob Wade

PCG HIT ☆ PCG HIT ☆ PCG HIT ☆ PCG HIT ☆

Psi Warrior

Psi's, Id's, surfboards, net projectors and remote viewing may all sound complicated but the wondrous plot and theory of this game surround a straightforward enough task.

You are in a 60-level ex-missile silo which has been taken over by psychic energy forces intent on destroying the human race. The Psi's and Id's are psychic entities which are controlled by a Source at the bottom of the silo. You have to destroy the Source and thus banish the forces.

Your only weapon in this battle for survival is a Psi-net projector which traps the Psi's and Id's so that you can drain their energy. The nets and the energy are also vital for your battle against the Source since to beat it you have to have a massive store of energy and the ability to hit it with three nets.

Your own energy comes in four varieties: a main type which ticks away as a time limit in which you must destroy the Source, board energy which runs your surfboard and can be replenished, and Psi and Id energy which are obtained by draining the equivalent monsters.

Board energy is replaced by entering a teleport gate several of which are dotted around the silo. Psi and Id energy must be kept roughly equal as an imbalance will cause problems with control.

To help you traverse the silo there are lifts, slides and bouncemats (to break a fall) but hindering you are turquoise lines which you cannot normally pass. To get down the whole silo you will need several psychic powers which can only be used when you have enough Psi and Id energy. Teleporting will take you back to a teleport gate while levitation allows you to move over gaps or obstacles. Remote viewing allows you to view away from your body in black and white while invisibility confuses the Psi if they

PANEL POINTS

This game has a superb feel to it. The way your warrior skis around on his surfboard is very impressive and the game has an intriguing, futuristic look all of its own.

I didn't go for the intricate ideas on which it's all based – just a wee bit pretentious I thought. But the game itself is what counts.

Despite the fact that it's basically just exploring and shooting, there are enough tactics and a big enough playing area to give it plenty of depth and keep you going for hours.

Chris Anderson

The game was immediately impressive, with its superbly smooth movement. The animation of the surfboarding hero is a joy to behold – especially the way his head turns around.

But although the game is complex and demands skill I really wasn't convinced of its lasting appeal: there are many levels but they all resemble each other pretty closely, as do the monsters.

Peter Connor

Forget the psychological Psi/Id nonsense, I enjoyed this game simply because of the really beautifully smooth action and graphics.

The other thing I liked about it was the strategic element – having to balance your energy forces meant having to think a little more than usual when it came to pressing the fire button.

My only slight quibble would be that the action is very slightly too slow, given the fact that you'll need to play for quite a while to get to the Source.

Steve Cooke

MODORE 64 • COMMODORE 64

PANEL POINTS

The cassette cover says this is an extremely beautiful and unusual game — that's not exactly how I'd put it.

Control of the Bird Mother is very difficult, especially when you're trying to catch flies. And since she is all you control throughout the game it can become really frustrating.

The graphics are superb, but since the game bears an unusual resemblance to *Party Pigeon* and isn't nearly as good, I'd give it a miss.

Samantha Hemens

Bird Mother suffers badly from playability problems and the overall concept is a little boring after a while. On the first screen, correct positioning of the bird is essential and takes more than a few practice games to perfect. The second screen is even more infuriating.

Richard Petey

The screen display is beautiful but playability is less wonderful. Trying to grab everything with your beak is frustratingly difficult, and while this is an asset with some games it becomes an annoyance with this one.

The whole game is too straightforward and too samey.

Bob Wade



GRAPHICS	6
SOUND	5
ORIGINALITY	4
LASTING INTEREST	4
OVERALL	5

PANEL POINTS

Continuing the current trend of arcade adventures Cuthbert has a good atmosphere, an air of excitement and plenty of locations for you to guide the Dragon-originated* hero through.

I liked it mainly because of the combination of solid thinking puzzles combined with the arcade zapping of the spooky nasties.

It has the correct level of difficulty: hard but potentially beatable, fun too! It'll have you returning again and again to get that much further. Beware of [illegible] (spare clue).

Simon Chapman

Although I did enjoy this game, the fact that most of the tombs were pretty similar rather ruined it.

After running Cuthbert around wildly collecting lots of treasures and opening quite a few doors I didn't seem to have got anywhere. There were more rooms, more treasures and more doors to open. How tedious can you get?

There are a couple of interesting new features such as the oil lamps immobilising the ghosts [illegible] running to, but apart from that it's all pretty run of the mill.

Samantha Hemens



GRAPHICS	6
SOUND	5
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	5

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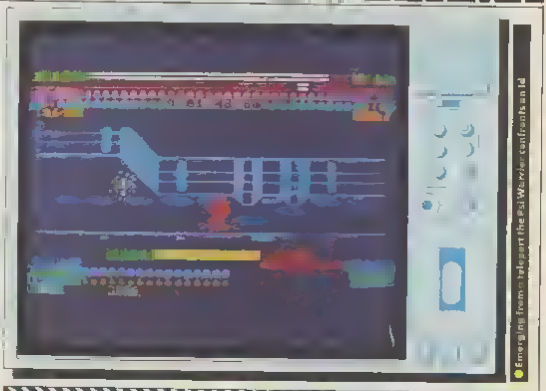
are pursuing you.

All these skills take Id energy to fuel them and Psi energy to control the use of Id. This may all sound complicated but basically it is a matter of zapping monsters most of the time so that you can gain the powers to reach and overcome the Source.

The graphics are excellent and the feel of the surfboard is terrific with great sound effects accompanying the skid of your board or the crackle of an approaching enemy.

Bob Wade





Emerging from teleport the Psi Warrior confronts an Id

GAME: PSI WARRIOR
MACHINE: COMMODORE 64
CONTROL: JOYSTICK KEYS
FROM: BEYOND £9.95 C £11.95 D

GRAPHICS	9
SOUND	6
ORIGINALITY	9
LASTING INTEREST	8
OVERALL	9

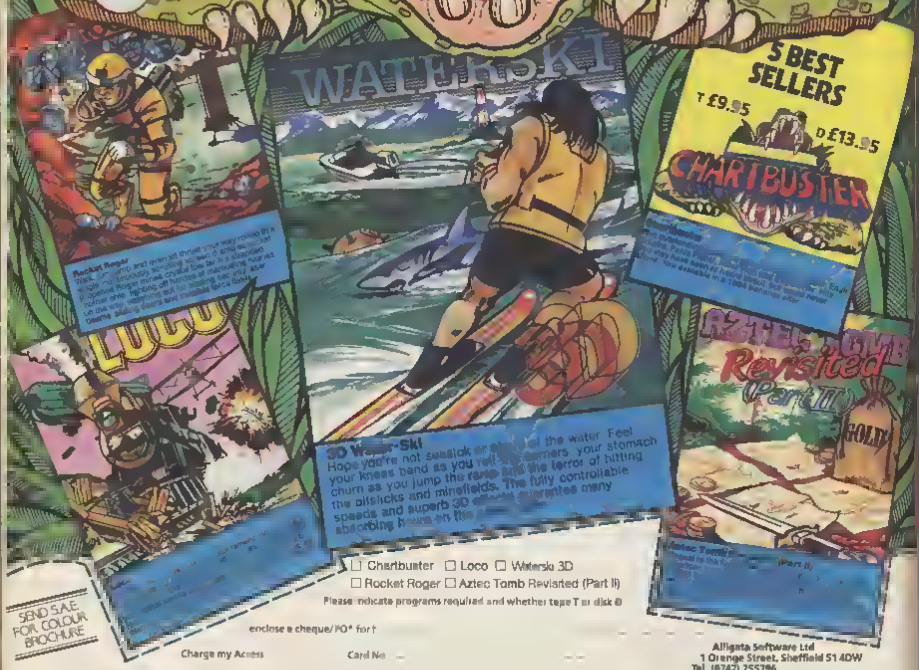
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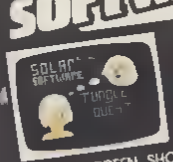
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GRAPHICS
SOUND
ORIGINALITY
LASTING INTEREST
OVERALL

GAME: SEE SAW
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: QUICKSILVA £7 95

According to the blurb on the cassette cover the Evil Lord has imprisoned the members of your brotherhood in his castle and it is your job to rescue them It doesn t actually say what you and the rest of your kind are – but by the looks of things I d say bald hedgehogs come close

Anyway on with the game! A quick press of the old fire button presents you with an attractive 3D view of a two turreted stone castle with a front of coloured bricks and the lord s grinning henchmen (er they re frogs)

The Evil Lord wanders up and down at the top of the castle behind the bricks Occasionally he stops to push a brick which moves with a realistic grinding sound and topples over the battlements onto the see saw below

You, poor hedgehog are situated upon the aforesaid see-saw You must not only dodge the falling bricks you must also avoid being catapulted into oblivion as they strike the see-saw

Provided you manage to keep out of the way you then have a chance to get your revenge by shifting the fallen bricks on the see saw so that when the next



GRAPHICS
SOUND
ORIGINALITY
LASTING INTEREST
OVERALL

GAME: AZTEC
MACRINE: COMMODORE 64
CONTROL: KEYS
FOOM: BEYOND £8 95

I had entered the South American rain forest with some trepidation it s not every day that you search for an Aztec temple Soon I found it and explored it to my heart's content That is where the fun really started

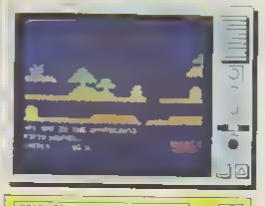
Okay now you know that *Aztec* is yet another exploration game Fortunately unlike *Quo Vadis* and its ilk *Aztec* is random so there is little point in map ping from one loading to another

The temple is randomly generated on each load and consists of floors con nected by steps You have to explore in search of the Golden Idol fighting off monsters and opening treasure chests to find useful objects

The Temple itself is uninspiring in its design and one room looks much like another The interest is in the various chests you ll find the contents of which are vital to your survival and the success of your quest

To negotiate the eight storeys takes skill and there is a level of difficulty selector to keep you in tight spots.

You control a fully (though rather jerkily) animated Indiana Jones style figure who can walk/run/shoot/jump



GRAPHICS
SOUND
ORIGINALITY
LASTING INTEREST
OVERALL

GAME: SORCERY
MACRINE: COMMODORE 64
CONTOOL: JOYSTICK
FOOM: VIRGIN GAMES £7 95

There has been a noticeable improve ment in the titles that Virgin have brought out for the Commodore 64 recently Luckily *Sorcery* continues this trend It is a straight conversion of the Spectrum game of the same name that proved relatively popular

It was conceived by Martin Wheeler the idea of the game being similar to that of Ultimate s legendary *Atic Atac*

The wizard moves about the screens (17 of them) by levitation and doors However in each location there is a monster or three that would just love to star in the next Hammer House of Horror movie

From under the very noses of these creepies you must take objects (by press ing the fire button) and use them at certain points during your quest to destroy the evil Necromancer (boo! hiss!) Of course you have to find the purpose of each object by trial and error But this aim is made more complex since it is only possible to carry one object at a time

Ultimately you must place one of the objects on the altar at the final location Stonehenge (yup another spooky set ting.) But if you leave the wrong thing



GRAPHICS
SOUND
ORIGINALITY
LASTING INTEREST
OVERALL

GAME: FIREQUEST
MACRINE: COMMODORE 64
CONTROL: JOYSTICK KEYS
FOOM: THE EDGE £9 95

Firequest brings with it some great adaptations from such classical com posers as Bach and Caruli each screen having its own rendition However the gentle music slowly rippling out of your TV set can always be replaced (press the F3 key) by some rather coarse sound effects But these are best left to moulder unless classical music isn t your bag You could of course always turn the sound down

The first screen appears at the touch of a button filled with Ugh green grassy slopes a sparkling river next to a fiery mountain (no less) and some rather carnivorous hairy spiders Those of you with high blood pressure may need a cardiac unit on hand as you tackle the first of what turns out to be one of seven joystick jamming screens

Frustrating? Yes! But boy once you ve got the hang of it you re up and away on your fearful quest for fire Problem is how far you re actually gonna get!

You re not only plagued by the regular nasties found in most games but also exotic looking things like fumaroles and maheious fireballs that spring around not forgetting those other little cavemen



one falls (it may – if you're clever – catapult another up into the air taking one of the Evil Lord's henchmen with it.

The basic idea is to knock a gap in the row of henchmen guarding the lord (who grab hold of everything that passes them including you!) and catapult yourself onto the battlements causing the cowardly lord to flee.

Although simple in concept *See saw* is infuriatingly difficult and involves enough logical thought and fast actions in manoeuvering the bricks around (you can only move two at once and some are twice as heavy as others!) to make it playable and compulsive.

Jeremy Fisher

PANEL POINTS

See-saw's most striking feature is the castle which looks fit for a King never mind an evil lord. Through clever shadowing the towers are given a very convincing 3D appearance. The other graphics however, are dreary one-colour sprites.

The blurb says that you play the part of a Grand Master but to my mind you bear a closer resemblance to the lowly flea. And the grinning green ghouls look like Kermit's relatives.

Nonetheless *See-saw* shows great originality despite its short comings.

Fraser Marshall

The implementation and strategy of this simple game make it very enjoyable to play and extremely difficult to win.

The crunching, scraping sound effects definitely enhance the game as do the little hopping henchmen. However some people may find that with only this one basic challenge the game lacks depth and won't hold your interest for very long.

Catapulting yourself up onto the castle is fun though and particularly effective 'sees' (or is it saws?) will have you flying off the top of the screen as well.

Bob Wade

and even use dynamite. But the price you pay for this complexity is a heavy load of 21 functions all accessed from the keyboard. And that's no fun when you've got a high level toughie to deal with.

Sound effects are minimal but then it must be said that this game was written in 1982 so it's only to be expected.

It will be a while yet before *Aztec* loses its appeal – the fact that it has survived for almost three years in the cut throat software market is proof enough of that. But today's 64 owners demand today's hi tech games. And *Aztec* is a bit long in the tooth.

Richard Patey

PANEL POINTS

If you've got 20 fingers, or very nimble toes, you will probably get on very well with *Aztec* because the enormous number of key controls is ultra confusing. This contrasts greatly with the straightforward object of finding one golden idol and escaping.

The animation adds a welcome humourous note as you collide into walls and, overall, is of tremendous quality. This can't make up for the fact that there is just too much to think about and control. But then they told me down at the Job Centre that grave robbing was hard work.

Bob Wade

Aztec is a very unusual arcade-adventure. Everything you do and other characters do, is animated. The graphics also have a very mystical quality about them.

I don't know whether I had a bad copy of this game or not, but it crashed at several points. Very frustrating! The control was equally problematic, it's very difficult to remember what keys will get your character to do what. It's not the easiest thing to immediately recall that pressing Z will give you an inventory and G will make your character crawl.

Steven Fiby

there – watch out.

Added to all this there is a fiendish time limit and a percentile gauge of your energy – if either run out then you're dead.

Everything about this arcade adventure is polished from the clear and colourful hi-resolution screens to the sound effects and tunes.

The sudden thunder claps and lightning flashes which occur during the game are also excellent. Animation of both monsters and wizard is effective being fast and flicker free.

It presents a lasting challenge – until you can defeat the Necromancer at Stonehenge but then this will take some time to fathom out.

Richard Patey

Seventeen totally different screens, each requiring careful planning, should puzzle even the most competent strategist.

The sound of electrical discharge – similar to the noise made by the spaceships in the old Flash Gordon series – is very realistic, as are the other sound effects. Moreover the game loads very quickly encouraging you to load it time after time, not that you'll need much encouragement.

Fraser Marshall

From the moment you hear the deep, solid, tonal music, you can feel an

PANEL POINTS

atmosphere about the game. The graphics were very good especially the ghost with the evil grin and the mystical backgrounds.

Jeremy Fisher

Games of Sorcery don't seem to last very long – even if you manage to do well. This pressure on time and energy makes for a hectic game and trial and error seemed the best way of discovering the game's secrets.

Once accomplished the game will probably lose its attraction. But while you're striving towards Stonehenge life will be one great magical rush.

Bob Wade

who seem to be out to hinder you at every turn.

The 3D perspective has certain shortcomings but it doesn't really detract from the game's playability which I may add is based pretty much on millisecond timing.

Even when you've worked out how to do a screen you're not going to be able to get through it every time.

If you finally manage to complete all seven adventures The Edge promise a lot nicer surprise in store for you than most of those you've met and conquered travelling the Adventures of Ugh.

Wonder what it can be – your own pet hairy tarantula?

Samantha Hemens

It's a miracle that man ever got out of furs and into Y-fronts if this game is anything to go by.

For this Home Computer Gameians it proved an intriguing and enjoyable challenge. Graphics are good, but the sound is the most impressive feature, with a variety of tunes and sound effects.

Peter Connor

I didn't really like the graphics much. Perhaps I've just become too accustomed to the standard smooth-scrolling sprite-ridden screens we see so much of these days. Some of the later screens look much

PANEL POINTS

nicer though.

There's no doubt it's a very playable game but somehow it just didn't grab me. Which is just as well as it seemed to grab everyone else and I would never have managed to get to the keyboard again anyway.

Steve Cooke

Ugh walks and climbs agilely although it's sometimes easy to walk off a platform or cliff. This game takes the fine line between addictiveness and difficulty to keep you interested but unable to beat the machine without a real struggle.

Bob Wade



GRAPHICS	6
SOUND	4
ORIGINALITY	3
LASTING INTEREST	7
OVERALL	7

GAME: SUPER COBRA
MACHINE: MSX
CONTROL: JOYSTICK, KEYS
FROM: KONAMI

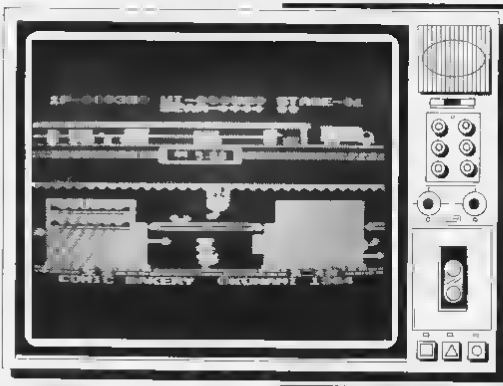
This conversion from the arcades is best described as a cross between *Scramble* and *Blue Thunder*.

In your Cobra chopper you are on a mission into enemy territory to grab booty from their base. The landscape scrolls from right to left and your chopper can move up, down, forwards and backwards. The opposition appear in several zones the first of which pits you against ground-launched missiles and tanks. The missiles take off sporadically and arc across the screen, sometimes wrapping round and reappearing on the other side if they miss you.

The missiles and tanks can either be shot or bombed, both armaments being operated by the fire button. You also have to bomb fuel dumps to stay airborne.

If you can survive zone 1 you are on to an even tougher section where the missiles no longer come at you but UFOs oscillate up and down the screen. The best strategy here is to keep low, moving up and down only slightly to keep the oncoming UFOs in your line of fire.

Next you're on to a short tunnel packed with alien weaponry promising



The pesky racoons in Comic Bakery are out to drive you crazy

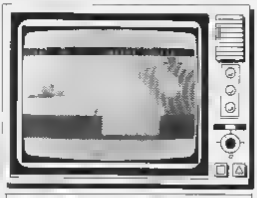
GAME: COMIC BAKERY
MACHINE: MSX
CONTROL: KEYS, JOYSTICK
FROM: KONAMI £

Comic Bakery has you taking the part of a pot-bellied chef in a bun fight with a band of rascally racoons.

Bakery products move along the conveyor belt and tumble off the end into a lorry. The racoons run along the factory floor flipping the on/off levers with their tails and stopping the flow of goodies. Others run along a platform above the furnaces and dangle their tails down sweeping cakes off the belt.

The playing area is about three

GRAPHICS	7
SOUND	7
ORIGINALITY	8
LASTING INTEREST	6
OVERALL	7



GRAPHICS	3
SOUND	4
ORIGINALITY	3
LASTING INTEREST	2
OVERALL	2

GAME: COCO IN THE CASTLE
MACHINE: MSX
CONTROL: JOYSTICK
FROM: KUMA £6.95

My first MSX game to review and this is what I get: a program that looks more like a magazine listing than a professionally produced piece of software.

I do not exaggerate. You are Coco (of clown fame) and the game certainly makes you feel pretty foolish. The Creepy King has kidnapped your fiance and you are supposed to rescue her.

There are nine screens each of them exceedingly boring and none of them at all original. Awful Arrows' has Coco leaping across chasms while arrows come 'speeding' toward him. Sharp Spears' has soldiers thrusting upwards while Coco tries to leap across. It's like a screen that was thrown away from *Hunchback*. Other screens have Coco performing similarly unoriginal tasks.

On one particularly tedious screen Coco has to cross a pond (or is it a puddle) by leaping on the backs of turtles. These rise and fall from the depths with great sloth. Play it, and you'll understand their lack of enthusiasm: it's not hard, it's not original and it's not at all pretty.

The graphics though are what first strike you about this game. They fill in



GAME: TIME PILOT
MACHINE: MSX
CONTROL: JOYSTICK
FROM: KONAMI

Time Pilot has been around in the arcades for quite some time and still attracts a fair number of punters wanting a good blast. This cartridge is a pretty faithful copy and provides the goods if zapping is what you're into.

The scenario of the game is very simple. You control a jet fighter and must do battle with successive waves of enemies beginning with the antique biplanes of 1910 and going through the present day to the sort of airborne weapon that Ronald Reagan dreams of.

Control is similar to *Asteroids* – you rotate and move forward spewing out a stream of bullets. It can take some time to master the art of movement but once you've cracked it it's plain flying.

The green biplanes aren't too difficult



SX • MSX • MSX • MSX • MSX

a real 'gauntlet run' at the higher levels First time round though it's a cinch Your only problems are the stalactite-like missiles which periodically drop from the roof Accurate shooting, a quick knock out of a vital fuel dump a little crafty hanging back to wait for threatening missiles to fall and you re on to the home run of level 1 This time the tanks are firing their lasers so you re a proud pilot when you dodge their blasts and the hurtling missiles, and hover down to the booty

The MSX scrolling can t match the smoothness of the Commodore, but the sound gives you all the zaps bangs and crashes that you want **Bob Wade**

PANEL POINTS

Being an arcade primitive I really enjoyed *Super Cobra*. A few hours of frontic blasting and the booty was mine. Two player games were even better. Cheer on the aliens when your opponent is zapping, and curse when the swine send you for a burton.

Rod George

Scramble t particularly liked – or rather, hated – the returning rockets. Once is not enough for these vindictive missiles. If they don t get you then the bouncing UFOs will. That brown one is really mean. Graphics were only average but I liked the sound, especially the chopper whirring.

Peter Connor

An all-action fight out to the end with twinkling stars in the background, deadly missiles below and only just enough fuel dumps to complete the mission. You and your helicopter must brave it all.

Whilst the first level soon becomes a doddle – it's not all that easy to complete the second or manage to get the promised booty.

Chunky graphics, stereotypical sound but easy to get the hang of and fun to play.

Samantha Hemens

screen widths in length and a scanner shows the state of the furnaces and position of the croissants as they move along the belts so you can quickly identify bottlenecks even if they're off screen.

Dealing with the racoons on the floor involves giving them a quick blast from a spray gun and kicking them out of the way. The ones on the platform above can be immobilised by jumping up and spraying them simultaneously.

Whenever a furnace is switched off you must run to the switch and turn it on again by moving past it. The spray gun only holds a limited number of charges but will recharge itself slowly if you run out. You have three lives which are lost by bumping into the beasts.

There's a clock at the top of the screen which counts rapidly through the 9 to-5 working day. At 5 o clock the hooter goes and a bonus is awarded according to how many cakes you've got in the lorry. Then it's back to the joystick for another day's work.

There's some lively music while you play and the graphics are attractive. Megazappers may find the game a bit tame – after all you don't exactly die of fright when you see a racoon swiping croissants – but for my money it's original, entertaining, and one of the better MSX games. **Steve Cooke**

PANEL POINTS

Large, chunky graphics adorn the playing screens in this baker's nightmare and there's no lack of colour.

A tuneful little ditty plays at the beginning of each game, whilst little blips here and there indicate your ovens going on and off. I loved the way the baker kicked snoozing racoons off the screen and his little visit to the shop after each day's work.

Samantha Hemens

There is nothing to laugh at in *Comic Bakery* because it is all tough work. You really have to rush about to keep those kids happy as everything is working against you.

My only reservation is that there may not be much of a lasting challenge since you are only lifting levers and freezing racoons.

Bob Wade

Very original and very enjoyable. The baker is a charming figure, even if he is a little overweight. The racoons are very nasty, particularly on higher levels where they start jumping up and dodging your very limited supplies of spray.

The game is just difficult enough to keep you at it, and certainly had me hooked.

Peter Connor

on screen like the illustrations to an adventure game – incredibly slowly. When at last they have appeared you will be amazed by their crudity.

The only good point about this program is the introductory music which gives a jaunty lift to the player's spirits. Alas the sound effects during play are awful.

If software compatibility merely means finding a lowest common denominator, MSX is not going to be the brave new world that was promised. *Coco in the Castle* is a rotten game. Let's hope the MSX circus can find some more entertaining acts.

Peter Connor

PANEL POINTS

If the MSX doesn't get better software than this then its explosion into the British home micro market is going to be a damp squib.

This game is indicative of the types of programs that have appeared for all new micros since the dawn of the microchip – conversions, copies or hurriedly produced, uninspiring games.

The game idea is in fact a good one and some screens are playable but it would have benefitted from more work and depth. The ability to start at any screen is also a mistake since there is no incentive to get to the next. **Bob Wade**

Everything about this game is disappointing, the basic (and mostly green) graphics, simple sound and horrid control over the character.

The idea is okay but heads should roll for the execution of this one. Ten stages is nowhere near enough – particularly when you can start anywhere and the jumping/levitation/flying is rather ridiculous to control. I'm afraid my fiance is going to have to wait a very long time if she wants rescuing from this one.

Chris Anderson

to see off they fire few bullets and less bombs. At the end of the wave you have to destroy their controller a red Zeppelin which lumbers across the screen.

You then warp on to 1940 to face the more formidable challenge of WWII fighters and bombers. These throw a great deal more lead in your direction and also get on your tail in hot pursuit.

Next you re in 1970. Now it's whirly birds. They're faster than the first two waves and they also fire semi-guided missiles.

Then it's the present – 1984 – which was presumably in the future when this game was written. Sleek jets are after you here again firing those black and nasty missiles. In 2001 you re up against blue flying saucers sending out their futuristic missiles.

The trouble with *Time Pilot* is that after 1970 it doesn't seem to get any more difficult or introduce any new elements your opponents may change but you just do the same thing.

The graphics are colourful enough and the sound is okay. But overall *Time Pilot* s now looking a little bit dated.

Peter Connor

GRAPHICS	6
SOUND	7
ORIGINALITY	5
ASTIN. INTEREST	5
OVERALL	6

GAME: NIGHTMARE MAZE
MACHINE: BBC B
CONTROL: KEYS, JOYSTICK
FROM: MRM £5.70

This game is basically a cut down *Pac-man* in three dimensions. Your job is to send your character around a simple maze collecting keys. Once you have the required number you progress to another maze where you repeat the job hindered by another set of monsters.

The first maze is occupied by a strange bunch of creatures called the Springy Things. These may look rather stupid but they move very quickly and you have to be very quick to avoid them. The game is played against the clock (presumably you have to escape the maze before your nightmare ends) so strategy and precision control are musts.

Occasionally to help you keep going, a cup of black coffee appears and collecting this not only adds a few seconds to your life but also freezes the monsters so that you can rush round and gather lots of keys.

Nightmare Maze has some pretty nice graphics and the 3D effect is fairly good. Your enemies float above the ground and cast a shadow and the puff of smoke which appears when you die hovers quite convincingly. Colour is used quite effectively and despite fairly small characters the general effect is pleasing. Sound isn't too impressive and neither is control – directions are described as up-left', up-right' etc.

On a joystick you can overcome the difficulties by turning the joystick around, but on the keyboard you run into real problems. This is something you come up against in all *Q*Bert* style games, but it never seems to get any easier.

To be perfectly honest I didn't think *Nightmare Maze* was that impressive and MRM, although they've included a number of nice touches (such as the floating assailants and the cup of coffee) seem to have forgotten that originality is the name of the best games these days and we won't be fobbed off with rehashes.

Rob Patrick

GAME: DUCK!
MACHINE: BBC
CONTROL: KEYS
FROM: FIREBIRD SOFTWARE £2.50

I eagerly loaded this curiously named game while I read the instructions. It reads 'Farmer Tubby is out to bag a few ducks and maybe a swan for his dinner. His trusty blunderbuss is small comfort against the zany hazards and surprises he encounters. Can you help him?' It also tells you that *Duck!* is the daftest funniest duck-shoot of them all and a sense of humour is essential.

When it finally loaded yellow ducks assembled at the top of the screen and Tubby appeared at the bottom. You move him laterally and take pot shots at the ducks. From time to time one of the ducks take a quick dive towards him. Yes it's another *Galaxian* rip off. Just when I thought I wouldn't be reviewing any more *Galaxian* copies!

But the game does have one or two nice points. On the second screen ducks descend to the ground if you don't hit them. They then waddle around and get in your tubby way before zooming back to rejoin their brothers and sisters. Pretty zany eh?

The graphics are quite good. The ducks do look like ducks and they do waddle. Your man is indeed tubby and he is animated very well. The sound is lively and the general presentation is quite high.

Nevertheless there is no way that this can compete with offerings from software houses such as Acornsoft, Aardvark, Micropower and Superior Software. Maybe some people will buy it because it's so cheap but I only buy games if they are worth playing and this certainly isn't.

If British Telecom's subsidiary seriously thinks this is the daftest, funniest shoot 'em up I'd hate to know what they'd think of *Frak!* They'd probably die from laughter.

Shingo Suguru

• PCG • HIT ☆ PCG • HIT ☆ PCG • HIT ☆ PCG • HIT ☆

Castle Of Gems

This is a cross between *Pacman* and a lithograph by that favourite artist of all mathematicians, Escher best known to games players as the inspiration for *Ant Attack*.

In *Castle of Gems* you must move your character Bertie Bear around a 3D maze collecting gems accumulating points and avoiding such varied nasties as gem gobblers, trees, ghosts, gremlins and the deadly and invincible witches.

These monsters are particularly amusing. For example the trees move at an incredible pace and the gem gobblers though more ponderous, wander around seemingly unconcerned about you, then suddenly they will home in and you don't have a snowball's chance in Hell of surviving.

But you can get those gobblers by passing over them as the gems go down their transparent intestinal tracts. Timing is essential here. Other enemies can be opposed if you can find the magic hat, put it on and it renders you invincible for a time. That's when you can get your revenge on the nasty trees.

The 3D effect gives each of the mazes more than one level. Bertie must therefore run up and down stairs or stand on rising and falling platforms to reach all the gems.

This is a strange game with a nice feel to it. The graphics are fairly good and the use of colour is quite pleasing. The trees look like trees and the gem gobblers look like nothing I've seen on this planet. The sound isn't exactly outstanding but it is satisfactory though it's a pity it doesn't go beyond simple effects. Overall the game is good clean fun with some nice touches. **Rob Patrick**

PANEL POINTS

I really enjoyed this one, although it's enough to put you off trees for life. But your own speed is pretty impressive so you always feel you have an even chance of surviving. The magic hat was a very nice touch, giving you a welcome breather when the going got tough. Another particularly smooth feature was the lifts which transported you to different parts of the playing area.

The various monsters are well up to MRM's usual standard, as are the rest of the graphics. With 12 different and complicated screens this is a must for Beeb owners.

Peter Connor

Regular arcade game players will instantly recognise this as a version of *Crystal Castle*. It is almost an exact replica of the original: stunning solid 3D graphics, the cute animation, slick presentation, quick key response and all the usual extra features such as freeze, quit, sound on/off and the sheer addictiveness of this game makes you want to go on playing for ever.

Sound could have been a lot more imaginative but that doesn't ruin this excellent game.

Shingo Suguru

Bertie Beer, is obviously set to become the next 'cute' hero of the micro world. If this inspires sequels of a similar standard it is definitely – good thing. It is now getting so very rare to see a genuinely addictive game with superb graphics in which you don't have to actually kill anything.

This game needs real skill to play it, although you often find yourself using the 'cheat' function to get onto the next screen.

Simon Rogers

• BBC • BBC • BBC • BBC • BBC

Well it is a bit like a bad dream – one horrible experience just leads straight on to another It's only got four screens and types of monster but this isn't really a great drawback since it will take quite some time to master even the first two The diagonal controls were usually responsive and the 60 second time limit added on extra element of excitement

Peter Conner

The presentation is great the animation is far better good title page sound on/off quit option freeze option different baddies for each screen, good sound effects and a complete and utter loony story line All this at an incredibly low price of £5 70 mean it's a good buy

Shingo Sugiura

If you have nightmares play this It's a great game with a brilliant idea behind it but it has very bad keyboard controls These took a long time to get used to and I think it's a shame that such a brilliant game should be spoiled by such a minor thing

The graphics were superb and the game was worth playing just to see them

Simon Rogers

PANEL POINTS



GRAPHICS 7
SOUND 6
GRIGINALITY 6
ADDICTION TEPES 6
OVERALL 6

An old idea which somehow kept me at the keyboard for at least half an hour despite the game's almost crude appearance and less than thrilling gameplay But I don't think I'd get it out of its case too often – it's too slow and repetitive to keep your attention But it is cheap

Peter Conner

It says here that a sense of humour is essential So expecting a musical comedy I sat through the superb loading music with bated breath What I got was a bad cross between Chuckie Egg and Space Invaders

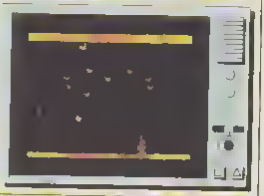
To spend money on this you do need a sense of humour It's not the worst game I've ever played, it's just bad

Simon Rogers

I remember the first arcade game I ever played It was a version of Space Invaders I remember the first program I typed into a personal computer It was a version of Space Invaders I remember the first game I ever bought It was a version of Space Invaders Now five years on I'm commenting on a version of Space Invaders This is a boring game

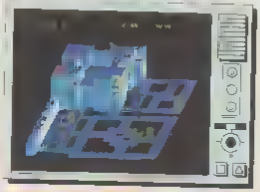
Rob Patrick

PANEL POINTS

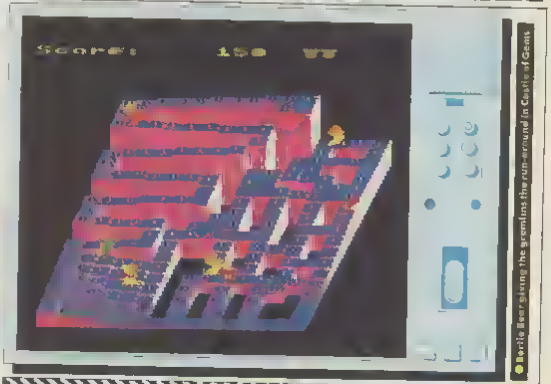


GRAPHICS 5
SOUND 6
ORIGINALITY 3
ADDICTION TIMES 2
OVERALL 4

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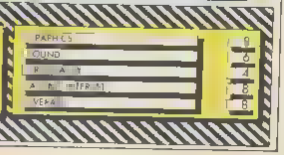






● Bertie Beer giving the greenlies the run-around in Castle of Gems

GAME: CASTLE OF GEMS
MACHINE: BBC B
CONTROL: KEYS JOYSTICK
FROM: MRM £5 70



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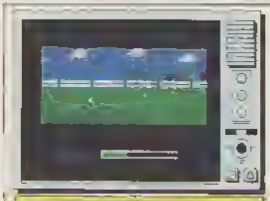
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GRAPHICS	6
SOUND	8
ORIGINALITY	6
LASTING INTEREST	4
OVERALL	6

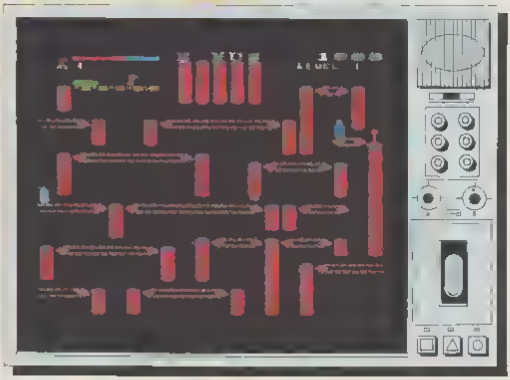
GAME: EDDIE KIDD S JUMP CHALLENGE
MACHINE: BBC ELECTRON
CONTROL: KEYS JOYSTICK
FROM: MARTECH £7 95

Jumping over rows of cars on a motorcycle has always struck me as a pretty strange thing to do and an even stranger thing to watch. So it was with some trepidation that I loaded up this computer game version of Eddie Kidd's livelihood And found a surprisingly enjoyable game

There isn t really very much to it, but what there is is done very well The principles of *Jump Challenge* are very simple speed along on your bike and clear all the cars in the row.

But before you get a go at this you have to endure the game's major drawback – a practice run on a BMX bike. There s absolutely no skill involved in this as you merely press a key and make your jump There's no avoiding it And there's no excuse for it.

The real thing is much better and requires a certain amount of practice and skill Eddie s bike is controlled with keys for the gears throttle and brakes To accelerate you have to move up through the gears Accelerate too quickly and you end up doing a disastrous



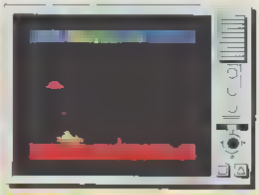
● Felix with our favourite hot and fiery pests!

GAME: FELIX MEETS THE EVIL WEEVILS
MACHINE: BBC ELECTRON
CONTROL: KEYS
FROM: MICROPOWER £6 95

You play Felix the factory worker in this exciting extremely difficult game from Micro Power Killer weevils have overrun your factory and are being generally unpleasant to people You patrol the factory spraying any weevils with deadly 'Ubik

Not only that you also have to worry about the deadly ball-bearings Of course these don t harm the little swine that you're after but for you contact is horribly fatal

GRAPHICS	8
SOUND	7
ORIGINALITY	7
LASTING INTEREST	7
OVERALL	8



GRAPHICS	7
SOUND	5
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	6

GAME: SPACEMAN SID
MACHINE: BBC ELECTRON
CONTROL: KEYS
FROM: ENGLISH SOFTWARE £7 95

This game sounds incredibly exciting on the cassette cover but in fact it is a version of *Moon Patrol* which appeared in the arcades in the days of *Scramble*

For those of you too young to remember here is the plot you drive a little car across a landscape and shoot things that come along to destroy you The excitement is in having to negotiate pot holes that occasionally appear in your path

As you trundle along on your hazardous journey to the enemy base missile launching meteors fly over head rocks block your path and various protrusions appear on the ground

The graphics are very good The large multi coloured characters move around the screen with imperceptible flicker

Animation is very cleverly done too, particularly the way in which the wheels of your XR5 hug the rough terrain and the way they fly off in various directions when you are blown up

In fact the attention to graphical detail is almost scarey The smooth scrolling the stars passing in the background and the very slick movement of the baddies make this game a joy to

GAME: SCRABBLE
MACHINE: BBC B
CONTOOL: KEYS
FROM: LEISURE GENIUS £12 95

This has been converted from the popular program on the Spectrum It has lost much of its graphic flair along the way but still plays a mean game of Scrabble The vocabulary is only 8 000 words but includes many that are just the job for this game If you want to cheat, the computer will accept any nonsense as a word Once it s beaten you a couple of times you may well consider such tactics Up to four players **Peter Connor**



GRAPHICS	4
SOUND	1
ORIGINALITY	1
LASTING INTEREST	1
OVERALL	6

GAME: MICKEY THE BRICKY
MACHINE: VIC 20 UNEXPANDED
CONTROL: JOYSTICK
FROM: FIREBIRD £2 50

Don t be deceived by the name this is *Donkey Kong* without the ape which is a bit like Hamlet without the Prince

Mickey has to make his way up the ladders and along the girders trying to find the tools he has mislaid Rolling



UM • VIC 20 • BBC • SPECTRUM

wheelie Change tear too quickly and you ll splutter to a halt

Making a successful jump means calculating the correct speed for the distance and the angle at which Eddie should lean forward or back *Jump Challenge* s graphics are colourful and clear, but nothing special – the wheels on the bike don t move for example The sound though gives a realistic range of groans splutters and roars as you change up through the gears

Jump Challenge is an entertaining novelty and this version is far superior to that on the Spectrum Amusing as it is though I can t see it gripping many gamesters for long **Peter Connor**

PANEL POINTS

Starting out on a BMX bike doesn't seem to me to be very stylish but since it s giving you the chance to get the hang of jumping I suppose it s OK

When you get on to the big bike – you know the one with the motor – the action really begins However what I found annoying was the fact that every time you crashed you went back to BMX UGH!

The revving sound of the motorbike is great and the scrolling background with trees and grandstand all add to the atmosphere

Samantha Hemens

The BBC version is really a challenge and streets ahead of the Spectrum game In both there is the infuriating BMX stage which takes no skill and there ought to be a way to avoid having to do it every time

The actual bike jump is exhilarating on the beeb and you get a real taste of excitement striving for each leap Great crashes as well as you land in a crumpled heap on the floor

Lasting interest is inspired by the desire to go further but having to start at the beginning every time is a major drawback

Bob Wade

The factory itself consists of several moving conveyor belts connected by tubes The belts can be reversed by picking up a belt lever which you find lying around

Felix can move around the tubes and jump down very small distances but never up You have to be careful not to get these very small distances mixed up with bigger ones or our hero may do kamikaze style jumps from the end of the conveyor belt

There are also bonus letters to be picked up and a special bonus if you get them all

Also hanging around the place are vital Ubik spray cans You can only get one spray with each can so you have to be careful how you use it Along with these you can pick up oxygen canisters to replenish your supply

When an ordinary weevil reaches one of the flashing mutation chambers it turns into a Purple super weevil These move like bullets so it is wise to bump them off as soon as possible

The controls are not too bad really although it might have been useful if a couple of extra fingers had been supplied for the emergency panic and reverse-belt buttons **Simon Rogers**

PANEL POINTS

Infuriatingly difficult and infuriatingly addictive like many Micro Power games It s a simple enough idea but has just enough to it to make it an entertaining game The weevils are devilishly slippery and it s no easy task to finish them off I could've done with a flame thrower instead of a one-shot spray can.

Peter Connor

Following up the last Felix game, *Felix and the Fruit Monsters* this one finds our hero running around a series of conveyor belts and tubes avoiding ball-bearings and attempting to kill the peculiarly Evil Weevils

Felix is a colourful noisy variation on the platforms and ladders theme which is so prevalent on the Beeb Difficult, addictive and most of all fun

Rob Petrick

This one is odd The graphics are excellent All the characters are carefully designed and the way in which they are animated is very impressive

The sound is good key response is good slick presentation well up to the usual Micro Power standard all the usual features such as quit freeze sound off but on playability, this game falls down badly

Shingo Sugiura

watch The sound is OK, though nothing spectacular

Unfortunately this game is boring to play There s nothing more monotonous than one type of alien getting faster and faster

Similarly there are only five sectors to get through which again limits the lasting interest

And what happened to the hall of fame? This is definitely obligatory in Beeb games

It s almost a shame to criticise this game because the original was so fantastic and this could have been as good with a little speed variety and a little more sound **Shingo Sugiura**

PANEL POINTS

If you re looking for a *Moon Patrol* for your Beeb then buy this The graphics are good if not outstanding with some nice touches including flashing beacons and well animated explosions The sound isn t brilliant and a hall of fame might have been a good idea but the lack of it won t make you hate the game So excuse me while I save the Universe.

Simon Rogers

I'm a *Moon Patrol* fan so I was very pleased to see a home micro version It's a pity it didn t stick more closely to the original but it's still an enjoyable game

In all though *Spacemon Sid* is a fun game with some pleasant graphics a nice use of colour some reasonable sound and a relatively high addiction factor – it's probably worth coughing up for

Rob Petrick

Sid s new 'XR5 Laser Armed Combat Rover' really seems a bit old-fashioned and in fact, the whole thing seems a little out of date with its vertical and horizontal firing and the bouncing over craters I liked the graphics though – especially the lunar strawberries blocking Sid s path

Peter Connor

along are oil drums which he must jump over

One big drawback – it's far too easy A pity really because for the price and the unexpanded machine it looks good and plays smoothly **Peter Connor**

GRAPHICS	6
SOUND	5
ORIGINALITY	2
LASTING INTEREST	3
OVERALL	4

GAME: SUPER MUTT
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: SILVERSOFT £5 95

Our droopy-eared hero flies over a smooth scrolling landscape in search of his sidekick Pup He must land and explore various strange buildings platform style looking for food and the letters of a vital code-word

Super Mutt has pretty graphics and the movement is very smooth yet it lacks any truly compulsive element

Peter Connor

GRAPHICS	6
SOUND	5
ORIGINALITY	7
LASTING INTEREST	5
OVERALL	6

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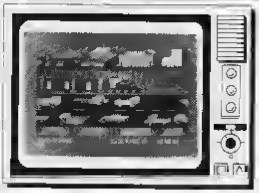
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GAME: ROLAND ON THE RUN
MACHINE: AMSTRAD
CONTROL: KEYS
FROM: AMSOFT, £8.95



GRAPHICS	6
SOUND	3
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	3

Roland, who is not, as some may expect, plagued with diarrhoea, is apparently a convict trying to escape arrest. When you first see him, he's standing in a train looking very white (I think this is due to the graphics rather than the state the poor guy's in).

Anyway, he's got to cross this road to get to his hideaway (sounding familiar yet?). However, instead of jumping inbetween the trucks you've got to jump into the back of them. *Frogger*! I hear you say. Yes, but I'm afraid this one is no improvement on the original.

At the beginning you're given a choice of how many men you're going to need for the job (1 – 255) – I recommend 255. This may seem excessive to one who's not played the game but I assure you it is indeed necessary. To add to this there's a choice of skill levels, but it didn't seem to make much difference when I played.

Then having made your choices, you get to the screen complete with train, trucks, a town and a hideaway. The problem is, your little guy can only jump when he's flashing (no wise cracks here please!), which he does very quickly for about half a minute.

If you don't manage to jump him from train to truck in that time you've had it, until he flashes again. Mind you, you've always got men on the go, since as soon as one has moved on, (or passed on), another of your store takes up residence in the train.

The sound, which I believe I haven't mentioned yet (with good cause) consists of occasional beeps which occur when you jump off the train, or when you die.

What with flashing men and jerky scrolling, minimal sound and not much point to the game I don't think there's anything more to say, do you?

Samantha Hemens

PANEL POINTS

The first time I saw the graphics for this latest Roland escapade I thought I was in for a real treat. Then I saw how they scrolled and discovered the aim of the game and was more than a little disappointed.

Your task is ridiculously straightforward – it doesn't have even the complexity of *Frogger*. It isn't easy to do though, but that just makes it frustrating.

The train, trucks and background are beautifully depicted but move jerkily. The option to have 255 lives also seemed silly, giving little incentive for improvement.

Bob Wade

Roland's graphics are fairly colourful and have obviously been designed so that they won't look too bad if you've got the green screen monitor.

The controls are also very simple in theory – you won't have to spend hours working out how to play. In practice I found that the key responses weren't exactly razor-sharp. Pressing a key also pauses the action for a split-second.

I guess we've been spoilt with the Amstrad so far. For a new machine there have been a number of excellent programs on it. This isn't one of them.

Steve Cooke

GAME: HOLDFAST
MACHINE: AMSTRAD
CONTROL: KEYS
FROM: KUMA, £5.95



GRAPHICS	4
SOUND	0
ORIGINALITY	5
LASTING INTEREST	4
OVERALL	4

It says on the cover of this game that it's 'a strong intellectual challenge' which is no doubt why someone in the office completed it after just a few attempts!

In this text-only game you're a staunch village elder whom the village is relying on to obtain their much needed school and clinic. What can you do? First, faced with a choice of five appropriate options, one of them being Quit Game, you use your talent to pick the right one.

Each major decision affects the determination of the village of Holdfast and of the Government. Both of these are displayed at the top of the screen in the form of a percentage, underneath which are your choices, such as 'Negotiate' and 'Indirect Action'.

Once you've chosen, you're confronted with another set of decisions. After this the initial menu reappears with perhaps one or two more additions, you check your villagers' determination and are off again.

If you manage to keep Holdfast's morale up for four weeks (be brave!) a vaguely heartwarming message appears on the screen telling you the flags are flying and you're getting on reasonably well. I'm not sure this does much for your morale but I suppose it gives you some kind of incentive to carry on playing.

The whole game seems to be a rather simplified version of multiple choice and all you've got to do is pick the right answers in the right order. I don't think it will hold the interest of many intelligent people for long. Perhaps it should say on the cover (after the intellectual bit of course) 'for children under ten'.

Apart from the presentation being lousy the game's quite addictive – until you've solved it, and since there's only a message to congratulate you, no fancy tune or graphically amazing screen, it's not really worth it. **Samantha Hemens**

PANEL POINTS

I would have enjoyed this battle against tyranny much more if the scenario wasn't so repetitive with the same basic method of success every time.

It would also have been better if the choice of options had been more varied. Once you've learned the pattern of negotiation, non-cooperation and furthering support you just have to repeat them to succeed.

While you're learning these procedures I found it annoying that the machine kept deciding I had lost without even consulting me... cheek!

Otherwise, the game arouses all my rebellious attitudes although it all seems a bit excessive just to get a hospital and a school.

Bob Wade

It's a pity this game doesn't go the whole hog and let you overthrow the state, but then revolution isn't exactly a run-of-the-mill topic for a computer game.

I thought the game could have been jazzed up with a bit more action over which you have control. The all-text nature of the game is also a let-down, particularly when many of the situations provide chances for at least a picture if not some actual action.

Rod George

ORIC • ORIC • ORIC • ORIC • O

GAME: STYX
MACHINE: ORIC/ATMOS
CONTROL: KEYS
FROM: NO MAN'S LAND



GRAPHICS	5
SOUND	5
ORIGINALITY	4
LASTING INTEREST	4
OVERALL	4

Styx is an excellent version of *Phoenix* for the Oric with some added ideas that make it an extremely good game.

You have the usual familiar controls of left, right and fire as wave after wave of aliens drift down on you to be blasted out of the sky. There are four screens of shoot-em up action the first three of which have aliens swooping down on you and the fourth in which you have to attack the Castle of Hell guarding the river *Styx*.

The first three waves are made up of purple eagles, red goblins and yellow devil's eyes. These can all release bombs and drop floating mines.

If they're allowed to pass you the mines will move along beneath you poking a spike up between the gaps in the screen base. Contact is fatal of course. The dying act of an alien is often to release a mine so you should follow up with a quick second shot and deal with that as well. The other way to deal with mines is to shoot a large green vulture which removes all the existing mines.

The devil's eyes cause real problems because they blink on and off so that they are tough to track. All of the creatures move rapidly and since you can shoot only one bullet at a time, accuracy is at a premium.

If you survive you are faced with the castle which hovers in the air on its rock base. You have to break through the base and this is far from easy since many shots are needed. Meanwhile, you are continually harassed by eagles and mines. Success will bring a fantastic explosion with the beautiful castle disappearing into a myriad of glittering pieces.

The action is certainly fast and furious and you'll need a really good eye to win. The graphics are terrific and the zappy sound effects are a treat. **Bob Wade**

PANEL POINTS

Small, bright graphics adorn the screen in this game as you zap your way through the levels. I did, however, find it rather difficult to distinguish the bullets fired by your opponents from the beautifully starry background.

Rather run of the mill spaceships and base but an interesting fight at the end where you have to destroy the brightly coloured castle to defeat the enemy.

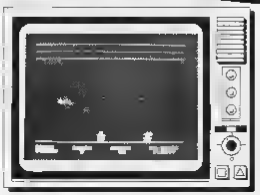
Reasonable fun to play but I don't think *Styx* will maintain your long-term interest. **Samenthe Hemens**

Very enjoyable, this Gallic shoot 'em up. They don't make 'em like this any more over here and more's the pity. Mean colourful aliens, loud sound effects and fast action gave me one of the best zaps I've had for ages.

And those floating mines are very nasty. **Peter Connor**

This game certainly gets a big round zero for novelty but I reckon it deserves 10 out of 10 for playability. In fact maybe it's just a tiny bit TOO playable – on my first go I notched up 23,500 with no sweat. Still, I suppose the hi-score boys will go ape over it. **Steve Cooke**

GAME: FIRE FLASH
MACHINE: ORIC/ATMOS
CONTROL: KEYS
FROM: NO MAN'S LAND



GRAPHICS	5
SOUND	4
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	3

Having been invaded from the States we are now seeing software from Europe entering our shores and on a minority machine like the Oric it's great news.

Fire Flash is based on *Defender* and has almost as many keys, but certainly isn't as fast. You are trying to protect a number of fuel dumps on a planet surface from marauding aliens who try to steal them.

You can scroll left or right over the ground and you also have up-down fire and hyperspace controls. These are badly situated though and you'll find it easiest to concentrate on only travelling in one direction to minimise finger cramp.

Your ship doesn't move very fast but all the scrolling is smooth including the flying saucers. There are four waves of saucers, starting with eight opponents and increasing by eight each wave. There are four varieties of alien with the higher-scoring ones appearing on the later levels.

A radar screen at the top of the display shows you the approaching craft and your height so that you can position yourself to blast them as soon as they enter the screen. The hyperspace key allows you to dematerialise and avoid missiles and collisions but doesn't leap you around the screen.

At the end of each wave you are awarded 40 points for each remaining fuel dump and 4 000 if you can survive four waves. After four attacks the game gets even harder and there's always plenty happening on the higher levels.

Appropriate sound effects accompany the game along with a couple of ditties on the title screens making it a competent package despite the key controls and sluggish movement.

Bob Wade

PANEL POINTS

It's a good thing that this *Defender*-derivative doesn't have hostages wanting around for you to pick up – it's embarrassing when people can walk faster than your hyper-cruiser.

Another thing: when I go into hyperspace I expect to end up somewhere in the middle of next week – not stay in the same place.

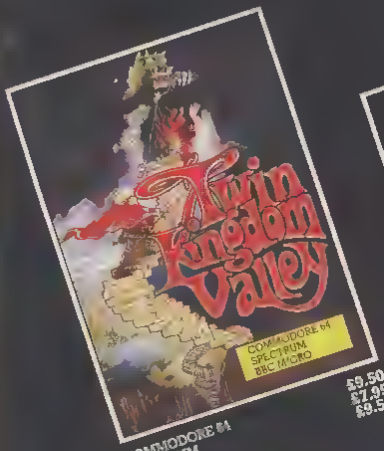
Don't get me wrong though, it's a long time since I've enjoyed an Oric game half as much as this. **Rod George**

Everyone's going on about this being a great version of *Defender*, but it didn't strike me that way. To start with, you don't have to do any rescuing and there are no mutants or human beings to add variety to the game.

However, the graphics are very good. **Steve Cooke**

This is as good a *Defender* clone as you're likely to find on the Oric.

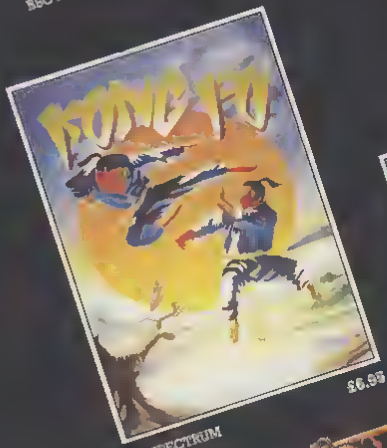
The layout of the keys, though, is infuriating. Not only is it very difficult to manoeuvre quickly, but I found my fingers seizing up due to the contorted position they were in. Still, I enjoyed it. **Peter Connor**



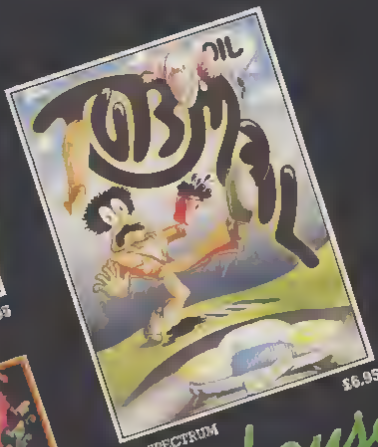
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Tir Na Nog

Any game with a hero called Cuchulainn has got to be different, and *Tir Na Nog* is certainly that. It's a vast interactive adventure set in the magical landscapes of Celtic mythology and the only games I can think of that even faintly resemble it are *The Lords of Midnight* and *Valhalla*.

Where *Tir Na Nog* is superior to both of these is in the animation. Cuchulainn is the most smoothly animated figure I've ever seen on a micro. He looks a bit like an old time hippy as he bounces along bare chested with his long hair waving behind him.

But what's he up to? Well! Tir Na Nog is the Celtic Other World into which Cuchu descends after his own demise in order to find and reassemble the fragments of the Seal of Caium. This is partly because the Seal is needed to prevent great evil etc etc and partly because Cuchu wants to make up for the slight mistake he made when he killed his son.

Cuchu has to travel through a huge and impressively created landscape which scrolls past him at different speeds in the middle distance and the background. The player watches Cuchu through a camera which can be pointed in any of four directions. Although the hero can only move left or right on screen, changing the view enables him to move in other directions.

Emerging from the Altar Room at the Entrance to Tir Na Nog, Cuchu is faced by three doors. Often before he can even get his mitts on a handle, he is confronted by a Sidhe. These are malevolent creatures which pop up all over the place. They too are beautifully animated and are somewhat daunting in appearance – hairy ape-like things. Although they can be killed, the wisest course seems to be to run away from them.

Cuchu's main goal involves him in many subsidiary quests such as getting information out of stubborn creatures. Scattered throughout the land are various objects, certain combinations of which will do the trick in certain situations. Only trial and error will reveal to the player which ones are successful.

The immediate difficulty in playing *Tir Na Nog* is the size and complexity of the game. Mapping is essential or you could end up wandering for hours through the Plain of Lies with only the odd Sidhe for company.

Tir Na Nog is original and complexity are sure to make it popular with players who like a lengthy intellectual challenge. If you just like a quick zap stay away.

Peter Connor







PANEL POINTS

Quite a game, this. I found the animation pretty mind blowing, and reckon that there's material here to keep me playing for many a long, dark winter's night.

I found it difficult to get my bearings to start with – the different camera angles are rather confusing when you first play. This was a particular disadvantage when I was being chased by a Sidhe and came to a road junction all too often I got 'killed' while trying to turn in a different direction.

It's certainly not a simple game to get the most out of. Perhaps it's almost too complex – making a map is essential, of course, but the instructions also mention something about visiting my local library to gather important information. I'm not sure how many days of the week would see me willing to put that sort of effort into a game, but perhaps others will feel differently.

Despite these reservations, this is definitely a game I shall keep coming back to.

Steve Cooke

Definitely the best animation yet on the Spectrum and the complexity and playability have not been sacrificed to achieve it.

The way you lumber around on your travels is tremendous and the adventure element is there in full as you explore in search of objects and your goal.

Gargoyle have also managed to capture the atmosphere that the plot and setting of the game demand, but I wish I knew the language.

This is perhaps the first TRUE adventure movie which will doubtless spawn many similar games.

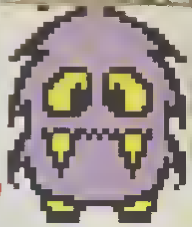
Bob Wade

PCG•HIT PCG•HIT PCG•HIT PCG•HI



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96 LEVELS





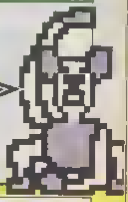


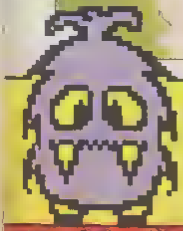
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GAME: ALT OR NOTHING
MACHINE: SPECTRUM 48K
CONTROL: KEYS JOYSTICK
FROM: ABBEX

Your job in *All Or Nothing* is to recover secret files from the enemy base situated at a very secret location Unfortunately the base is also populated by vicious guards and their unfriendly tracker dogs

You aren t unarmed though – you have some explosive charges which can be placed at strategic points around the camp These charges draw the guards away from you and allow you to com plete various tasks

Firstly you must retrieve your watch which was lost when you parachuted into the base Next you must crack the safe in the main office

This can be very nerve racking as you have to input the correct four figure code within 30 seconds if you don t succeed the alarm sounds and you are killed But presuming you do manage to open the safe you then move on to examine the warehouses in the base to find the files you are looking for

Graphics are drawn in a solid 3D colour perspective giving a sort of side on view of everything The enemy base scrolls by as you move around, and perhaps this could have been a little



GAME: VOLCANO
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: COMPUTER MAGIC £7 95

This is another game which boasts about its size Forty screens above ground and 290 3D screens below plus 100 shops and factories to ex plore phew!!

The aim of the game is to escape from an erupting volcano before all the roads are blocked and the town destroyed The hero of this scenario is you a little pair of shoes

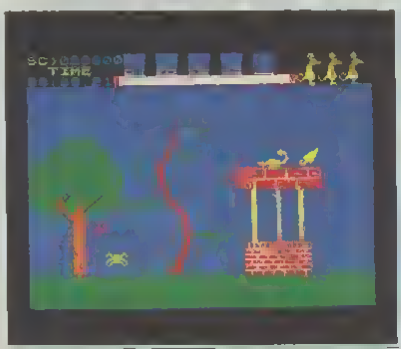
The program is really two games in one The main part is played with a bird s eye view of a map-like maze (a medieval city) All the time the maze s roads are being blocked by boulders which appears randomly

The only way to remove these is by collecting dynamite which is to be found in some shops and exploding it Other things which may aid your escape can also be found in these shops

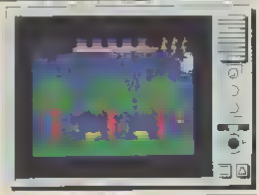
One thing you must never do is run out of food and there isn t much of it about so it needs to be conserved To escape a boat must be found and here the game ends

The second part of the game comes into being if a map is found in one of the clearings By picking this up you are thrown into the underground caverns below the city 3D corridors

•PCG•HIT PCG•HIT PCG•HIT PCG•HIT☆



A creeping grenade the top of this wall – can you work out what it does with the ball?



Polar bears and spiders

GAME: JASPER!
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: MICROMEGA £6 95

Jasper!

Jasper! is an arcade adventure with 22 screens in which you have to get past animal and vegetable obstacles using a variety of objects Your character is gracefully animated with a pot belly and curling tale which wobbles as he walks along

There are a number of things which you can pick up and use ropes weedkil ler sprays potions brollies a key and a flag These can be picked up so that they appear in a box at the top of the screen

You can carry no more than five at once and use them only one at a time by pressing the number of the box in which it is shown



RUM • SPECTRUM • SPECTRUM

smoother The camp is not very large but the ability to enter buildings in the base gives the game extra depth The movement of the guards and dogs is fairly uninteligent – they seem to either run or shoot past you

There are some nice little tunes and good sound effects accompanying your mission. I especially liked the alarm sound if you fail to open the safe (something I heard all too often)

It s possible the humour and undoubted novelty of the game could wear off If you take *All Or Nothing* as a good challenge you'll be satisfied if you re looking for a game to return to again and again, look elsewhere **Steve Spittle**

A strange game this A mix of strategy arcade and adventure. Enjoyable but with a lot of features which are hard to use due to the rapid pace of the game (i e although you may have the gun it is very hard to select and use it quickly)

The controls? AAGHH! I have nightmares about this type of rotate-left/right-con t-work out-which way-your-man s facing stuff Despite that this game is very complex and entertaining

Mertyn Smith

'A real Spectrum classic' boasts the cassette inlay and while I m ghi orgue with that. *All Or Nothing* isn t bad at oll Currah speech-unit owners get the added bonus of spoken instructions and the odd Stop or I'll shoot! (Don't bother stopping – the rotters will shoot you anyway)

Peter Welker

The graphics are unpleasantly flickery and the characters nastily stick-like There were some fun moments in the game such as getting bitten by the guard dogs and then blowing them up in revenge But not even that compensates for the overall dullness

Peter Cenner

PANEL POINTS

Escape from this labyrinth is extremely difficult Three matches are given which when used give a momentary glance at a map which only shows the start and the exit – but it s almost impossible to work out a route This can make the game extremely frustrating.

The graphics in Volcano are average above ground and rather good in the 3D perspective corridors below The claims of 290 3D screens are a little exaggerated since most of them are different views of the same place

However the game is a bit thin on playability and not particularly addictive despite the hype In fact *Volcano* is 'lava boring'

Martyn Smith

If Pompeii was like this I think most of its occupants would have slept through the whole thing It's a terrific idea for a game but the mediocre graphics and playability have crushed the life out of it

All I did was waddle about the place as my clod-footed alter ego lasing energy at an alarming rate I also found the blobs of lava appeared too fast to let me get very far Petrifyingly tedious

Bob Wade

My excitement at this game soon ebbed *Volcano* is slow amateurish and boring The graphics are simple, the sound is tedious and unimpressive and I doubt that many people could play for more than ten minutes without wanting to kill the programmer

Rob Patrick

No I didn t erupt with pleasure playing this one Watching the pair of feet scurrying around the maze is initially amusing but quickly palls

Graphics were very dull – so dull that even the large number of locations couldn't compensate for them It was a relief when the lava like a spill of red ink put an end to it

Peter Cenner

PANEL POINTS

T☆PCG•HIT ☆PCG•HIT☆PCG•HIT

The obstacles that bar your way home consist of realistically animated rabbits wasps big cats bears snakes and scorpions There are also deadly weeds, and a fall from a tree or a vine is fatal

Jasper can jump over obstacles or duck under them and even swing on ropes to cross some hazards While doing this the rope counts as an item picked up.. so don't try and grab any ropes while you re carrying five things

Your journey will take a long time and you will need sustenance in the form of purple apples and yellow bananas to keep you going To begin with running out of energy is the least of your worries you re too busy dodging the killer bunny However as you get the hang of the screens you can settle down to try and work out the problems that face you



Jasper's programmer, 24-year-old Derek Brewster. His previous hits for Micromega include Kentilla and Code Name Mat

There is no one way of doing things and tasks can be completed in different orders as long as you have planned out your route carefully I haven t told you how to use the objects but most of them are fairly obvious while clues to the others are on the cassette inlay

Completing 22 screens is a real job although once you have grasped the basic principles it is less a matter of discovery than of honing your skills to finish the challenge **Bob Wade**

Jasper seemed to me more like a kangaroo than a mouse Whatever he is doesn't make much difference to the quality of this game, which is pretty high.

It's also pretty difficult and I have to confess that I didn t get too far, despite the rather long time I played As arcade-adventures go it's not one of the biggest, but it's certainly one of the more entertaining

Peter Connor

At the moment, rodents appear to be taking over the Spectrum software market – Monty Mole Danger Mouse and now Jasper In common with his two illustrious predecessors, he is graphically wonderful, a large beautifully animated and eminently lovable rat-like creature

Indeed all the graphics are superlative, smooth colourful and as detailed as you could wish for

So what of the game, can it possibly be up to these high standards? Suffice to say that it s a complex mixture of arcade and adventure, requiring careful planning and some thought easy to get into and fun to play but offering an enormously varied long-term challenge

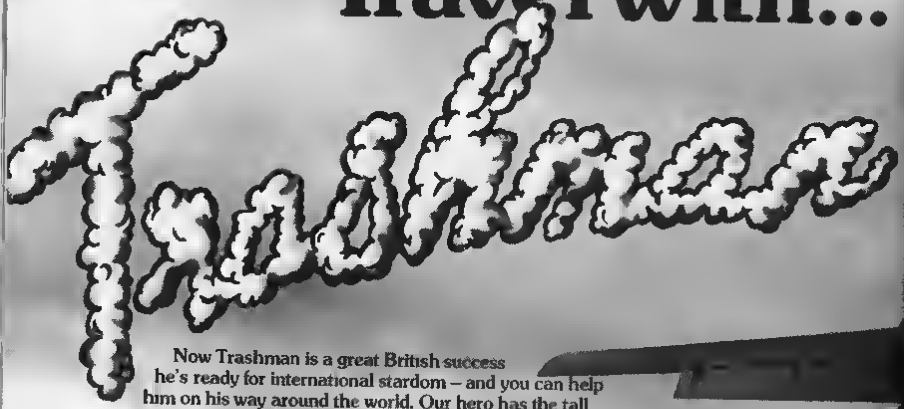
Peter Welker

So finally Micromega have got on the graphic adventure bandwagon with that programming genius, Derek Brewster doing the honours However, *Jasper!* will take you months to solve and I do mean months It'll take a lot of time, a lot of concentration and a lot of skill before you complete this masterpiece Well done Micromega, another classic

Rob Patrick

PANEL POINTS

Travel with...



Now Trashman is a great British success he's ready for international stardom – and you can help him on his way around the world. Our hero has the tall order task of cleaning up every major litter spot around the globe. Scooping up flowers thrown into the bull ring by matador fans in Spain, collecting the tissues of the faithful as they sob by Jerusalem's Wailing Wall, picking up coconuts from a palm beach in Samoa and collecting the empties at the German beer festival (Trashman still likes his tipple!) are just some of the challenges that make up Trashman's task.

Of course, your skill can help our hilarious hero to complete the necessary litter collection at every location, so he can earn the money to fly on to the next country in his round the world quest. And as he visits every continent on Earth in search of rubbish you can share every fun filled, thrill packed second with him.

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TRAVEL WITH TRASHMAN. AUTHOR - MALCOLM EVANS

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GAME: TRAVEL WITH TRASHMAN
MACHINE: SPECTRUM 48K
CONTROL: KEYS KEMP CURS SINC
FROM: NEW GENERATION, £5.95

British rubbish is no longer good enough for Trashman and he is now jetting round the world cleaning up after everybody else. He starts his wanderings in Britain with £250 and a choice of three affordable destinations. These are Paris, Madrid and Munich all of which are marked on a world map your choice flashing vigorously.

Paris is the closest destination and costs only £100 to reach. Once there you are placed in a street cafe packed with tables people and four waitresses running around. Your job is to pick up the green frogs (looking remarkably like a single pixel) which are hopping about. You score points and gain cash for each frog caught but lose cash if you leave too many lying around or bump into a waitress.

Once you have got all the frogs you need to get to another city. If you don't have the fare then you are stranded. There are destinations all over the world and those further afield like Australia, the USA and Africa take a lot of cash to reach. Flying to a new city gives you another task which will take the same general form as the first one – picking up a number of objects in a single screen.

Control is difficult especially in the beer hall in Munich, and the fact that you travel slower than everything else is of constant annoyance.

The real lasting interest of the game is the attempt to explore the whole world rather than the challenge of each individual screen. Some of the scenarios are quite imaginative, others a bit clichéd. In Madrid you face a deadly threat as you try to collect roses in a bullring. The bull is less than happy with your presence and if he touches you with his horns you'll meet a grisly end.

The game isn't as riveting as the original *Trashman* but there is still enough action to keep me garbage grab bing.

Bob Wade

GAME: SIR LANCELOT
MACHINE: SPECTRUM 16/48K
CONTROL: KEYS KEMP SINC PRO
FROM: MELBOURNE HOUSE, £5.95

Lets not beat about the bush. Sir Lancelot is as close to *Manic Miner* as you can get without copyright problems.

There are 24 screens for your character to run through collect objects and to finish the sheet, drop into a box. While doing this he must avoid various nasties including cooking pots on legs, pacmen and birds.

Complete all 24 and Sir Lancelot collects the Holy Grail. The screens are traditional platform fare though stair cases (up only) transport the little knight from level to level and he can fall any distance.

So what's special about *Sir Lancelot* – well Melbourne House have managed to pack everything into 16K now *that's* pretty amazing. Sir Lancelot himself is a far better graphics character than Willy: detailed and very endearing.

The sound is also very reasonable with a nice little bleep when an object is picked up. The game is packaged very well and there is a superbly drawn title screen with music at the start.

Sir Lancelot is not an immediately easy game to play. On the first screen it can take some time to figure out the best route to the objects to be collected. The pacman at the top moves pretty quickly and will gobble you up many a time before you get the knack of evading him.

Other screens introduce military opponents they look a bit like Lance but they're definitely not good guys. They patrol the bottom of the screen and make it tricky to get up to the objects.

Sir Lancelot is very impressive given that it's only in 16K. For those owners with only that much memory it's a great buy. The many more with 48K will want to think twice about buying something that's good, but not as good as *Jet Set Willy*.

Martyn Smith

PCG HIT ☆ PCG HIT ☆ PCG HIT ☆ PCG HIT

Buggy Blast

At last – a really good 3D shoot 'em-up on the Spectrum. None of that nonsense about guiding twee little animated creatures around cutesy nightmares collecting pieces of china to put on your mantlepiece. No, this game is about surviving the evil Lurgons a virulent robotic life force infecting the planet Endra. And there's only one way to do that – kill with skill.

You are in control of the Buggy a space and ground attack vehicle armed with Photon lasers – guns controlled by the four direction keys – and Xion Phasers which are powerful bombs.

You start your mission in the womb of the mother ship. This is a very pretty graphic sequence with all sorts of colourful gizmos twinkling and flashing. The Buggy's dashboard displays instruments and readings some of which give you useful information.

After taking on some gas you zoom into the wastes of space and head for the planet. On the ground you find yourself in a special trench dug by highly skilled Lurgon navvies. You move along it at impressive speed with only smoothness.

First opponents to give you trouble are the Lurgons themselves. These green or yellow robots very sharply defined lurk at the sides of the corridor and shoot at you. You shoot them back – if you can swing your Buggy in time.

Still in this first sector you have to cope with Helibombs which hover around and do nasty things. Orbital Saucers which come whirling down the corridor like manic frisbees and Orbital Doomships whose name is self explanatory if you don't hit them it's game over time.

The game has eight sectors in all with more evil problems added in each one. Not that it's easy to confront them on each run you must earn a minimum number of Cycredits before you can

Despite the title, this is nothing to do with *Centipede* or *Moon Buggy*. It's a fast, mean shoot-'em-up, featuring some of the best 3D graphics yet seen on a Spectrum.

The way the corridor scrolls towards you is 100 per cent convincing – the relative smoothness and lack of flicker is astonishing.

What's more the game's been very carefully presented, with slick, colourful sequences preceding each mission. A great program.

Chris Anderson

Wow, what a 3D shoot-'em-up. It really achieves the feel that *Star Wars* had in the arcades as you zoom down a trench zapping left, right and above.

Marvellous characters and explosions and suitable blasting noises. The docking sequence is a touch annoying particularly in a heavily mined area but the 3D sequence is fantastic.

Plenty of variety in the opposition to keep you on your toes through the sectors but it's tough on the fingers without a joystick option.

Bob Wade

I like shoot-'em-ups, and with a number of different stages, this one has a pleasing amount of variety to it.

My only criticism is that you can't use a joystick with it. That coupled with the rather awkward aiming system meant you had to spend a long time practising before being anywhere near accurate enough to make satisfactory progress in the game.

Nevertheless it is well worth persevering. Great fun.

Steve Cooke

PANEL POINTS

RUM • SPECTRUM • SPECTRUM

For once a company has managed to bring out a game that is in my opinion, inferior in every way (including graphics) to the one before I reckon that takes some beating

Half the problem of course is that this game has a lot to live up to If you've never seen *Trashman* then you may not be too disappointed by seeing him on his travels I quite enjoyed the game but was irritated by the long delay every time you lost a round and the amount of time you had to spend on each screen doing the same thing

Steve Cooke

PANEL POINTS

The graphics in particular were disappointing with stick like figures rushing around the screen There's a tedious interlude between each journey complete with annoying music

Peter Connor

Trashman was genuinely original the follow up is a disappointment At first glance it appears to offer more with so many different locations But each is just a single screen in which you indulge in the hackneyed game idea of collecting objects while avoiding nasties Yawn

Chris Anderson



GRAPHICS 6
SOUND 6
ORIGINALITY 6
LASTING INTEREST 6
OVERALL 6

An impressive and enjoyable arcade-adventure especially when you consider it's been squeezed into 16K

Although there didn't seem to be anything stunningly original about the game it had some nice touches and was difficult enough to keep me at it for quite some time

Peter Connor

As a 16K game it's not bad at all fitting in 24 rooms is quite a feat of programming but has unfortunately necessitated a drop in the standards of graphics that Spectrum owners now take for granted The characters move very quickly but are flickery and not particularly detailed If you've got 48K don't bother with this but for unexpended machines it's certainly the best game around

Peter Walker

PANEL POINTS

It was inevitable that eventually someone had to squeeze *Jet Set Willy* into 16K *Sir Lancelot* is a fairly good implementation with a reasonable 24 rooms and some fairly tricky obstacles There's nothing too difficult though as you've got to play against the clock and so, unlike *JSW* you don't have time to think about a strategy

Rob Patrick



GRAPHICS 7
SOUND 6
ORIGINALITY 7
LASTING INTEREST 7
OVERALL 7

T ★ PCG•HIT PCG•HIT PCG•HIT PCG•HIT •

progress to the next level

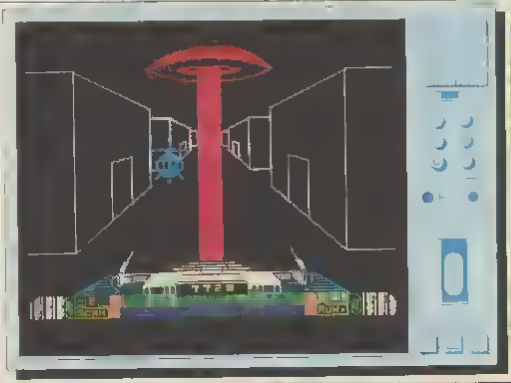
Once you've got enough of this currency you can return to the mother ship to stock up on energy The trouble is that between you and the ship are the Mine Jammers they hang around and frighten mummy away The number of jammers depends on the frequency figure displayed at the left of the Buggy's dashboard If this low – 1 to 3 – there aren't too many If it's high you could be a long time trying to get back

On the higher levels of Buggy Blast the player comes up against some really fearsome adversaries Time Dimensional Spinners whirr around furiously you've got to stick them with a Xion Phaser as they stop their noise

Argon Magnets upset your Crystal Converters you have to jump over them or die Radiation Storms make it very difficult to see while Reverse Time Zones do funny things with your temporal adjustment. *Buggy Blast* is not an easy game to do well on it will take considerable practice to earn enough Cycredits to reach the higher levels

Graphics throughout are excellent and the sound provides a good range of explosive noise Control is keys only and can be a bit finger twisting but it is definitely worth the trouble

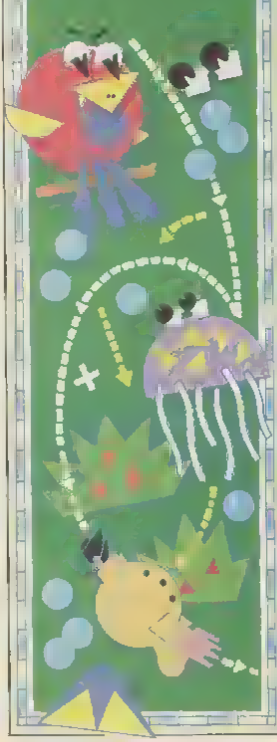
Peter Connor



GAME: BUGGY BLAST
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: FIREBIRD £5 95

GRAPHICS 9
SOUND 8
ORIGINALITY 6
LASTING INTEREST 6
OVERALL 6

2 GAME OF THE MONTH JANUARY 1985



Wham! Bounce! HELP! Just three seconds of play and I'm head over heels Literally Because the nasties in this game don't kill you they just bounce you around the screen It's hilarious It's brilliant And the game itself plays and feels quite different to *Sabre Wulf* or indeed to any other game around You're sick of hearing it folks but it has to be said Ultimate have done it again

You could describe *Underwurlde* as a vast platform adventure game Vast because there are over 500 locations Platform because you have to do an awful lot of leaping to get anywhere Adventure because the game involves exploring in search of weapons to destroy the evil guardians

The first thing that strikes you is the animation of Sabreman himself Make him jump and he soars into the air like a bird arms outstretched body gracefully angled Collide with an object or a creature and he spins to the ground in an ungainly sprawl It's magnificent programming

And the creatures are just as good with winged harpies jellyfish like creatures gremlins and in some locations eagles which may pick you up and carry you through several screens away from your desired course

Contact with any other creature will send you flying—sometimes this is just a nuisance but in many of the screens it means you get knocked off the platform you're standing on fall just a bit too far and SPLAT

If you're to have any hope of getting anywhere you must find a weapon to keep those nasties at bay Fortunately there's a catapult available right at the start which can send out a spray of projectiles in the direction you're facing

As you painfully bounce your way around you discover that the scenery is of two different kinds There's the interior of what could be a castle decorated with book shelves chests eagles crests torches and other objects all of which double as platforms to leap onto Then there are screens of underground tunnels and caverns in which lines of bubbles drift gently upwards from numerous small volcanos

These bubbles are an essential means of transport Jump onto one and up you go with it a refreshing change from platform leaping Also in the caverns you can use a rope which automatically fastens itself to a cavern roof if you jump close enough to it a brilliant touch

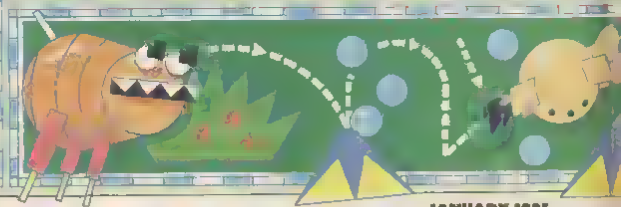
Other features include a variety of gems which temporarily make you invulnerable extra lives to be collected in the shape of mini Sabremen and the guardians themselves

Once you've got past the third guardian you have to try to find an exit from the Underwurlde There are apparently three different exits and finding just one won't be enough I say no more

What puts *Underwurlde* in a class above most other recent arcade adventures is the way it plays The action is incredibly hectic yet wonderfully different This is something to do with the fact that a single leap can carry

UNDE

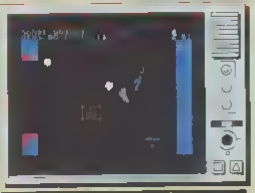




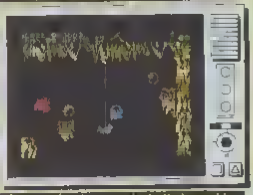
RUM • SPECTRUM • SPECTRUM

ERWURLDE





Sabreman leaping from platform to platform in the castle. Firing the catapult keeps the monsters at bay



Descending by a rope in the Underworlde. The volcanic bubbles provide another means of transport

◄ Exploring the castle. A boogie is on the attack

GAME: UNDERWURLDE
MACHINE: SPECTRUM 48K
CONTROL: KEYS KEMP, AGF, SINC
FROM: ULTIMATE £9.95

GRAPHICS	10
SOUND	7
ORIGINALITY	9
LASTING INTEREST	9
OVERALL	9

Sabreman the entire width of a screen

It's one of that tiny elite of games which you fall in love with in seconds yet keeps you going for weeks

However four criticisms are worth making

– there is no high score table

– once the game is solved interest in it will fall off. This could be avoided to some extent by including a timer so that one could try to complete it more quickly next time

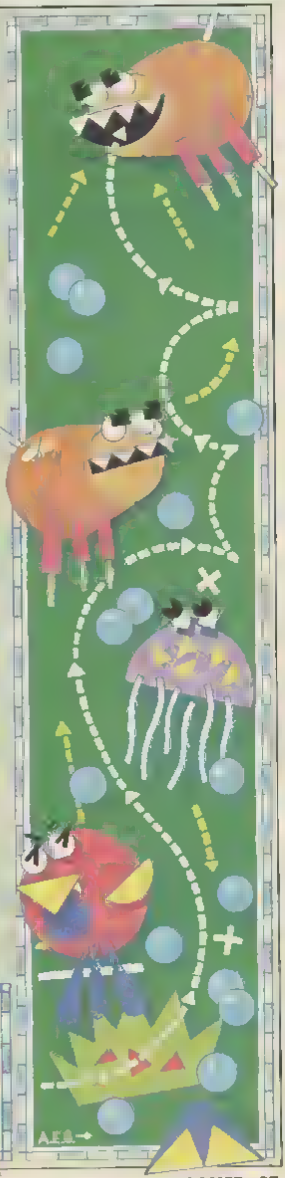
– Ultimate are still persisting with their strange control key layout. Why not have user defined keys?

– some copies of the program appear to contain a bug which causes the ropes to stop working after a while. Ultimate insist only a few are affected and that these will be replaced

Despite this the game is another certain number 1 and another glossy chapter in the Ultimate success story

Chris Anderson





ORPHEUS
NEVER LOOK BACK

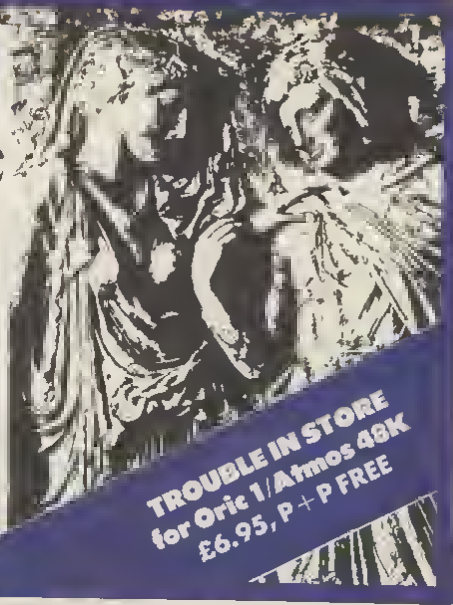
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How to explore the Underwurlde





● Superb graphics add to the action in Underwurlde

THE GOOD NEWS is that PCG has once again sprung to the aid of lost explorers and printed a full map of the game. The bad news is that there are no less than 594 locations and survival can be tough.

Your first task (after picking up the catapult lying next to you at the start) is to locate either the dagger or the bow and arrows. The locations where you may find them are indicated on the map. You can use these weapons to get past two of the guardians.

However, we have deliberately not revealed the location of the torch – we think there's only one place you'll find it, but you'll have to search it out yourself. Getting the torch allows you to enter the upper realms of the castle and hence finally to escape.

There are three different exits – going through each one will give you a different message about a forthcoming Ultimate game.

General playing tactics are best discovered by experience but the following may help.

● Keep the fire button pressed as you enter a new location – you never know what you might run into.

● You can move down passages in the castle simply by walking off the platforms. You automatically land on the one below.

● To move up through the Underwurlde it's safer to use bubbles than ropes – you can jump off them more easily.

● Your only hope of completing the game is to pick up extra lives as you go along. Their locations are marked on the map – but some only appear when you enter the location from a particular direction.

Chris Anderson

PANEL POINTS

Ultimate's latest shot in their bid for total domination of the world games market is a real knockout. Everything about this game is superb, not least its departure from the *Atic Atac/Sabre Wulf* formula.

Apart from the superb graphics, it's the animation of Sabreman that really impresses. His leaping mode of travel is novel and entertaining. The game had just about the right blend of frustration and progress and although it's difficult I always felt I had a chance of getting on, if only I could do something about those harpies...

Peter Connor

Ultimate have scared again. The original ideas, tremendous graphics, playability and sheer frustrating difficulty are all contained in ample measure.

Being bounced off monsters is annoying but merely drives you on to try even harder to succeed. Marvellous new touches like the bubbles and being bounced instead of killed show Ultimate's brilliance.

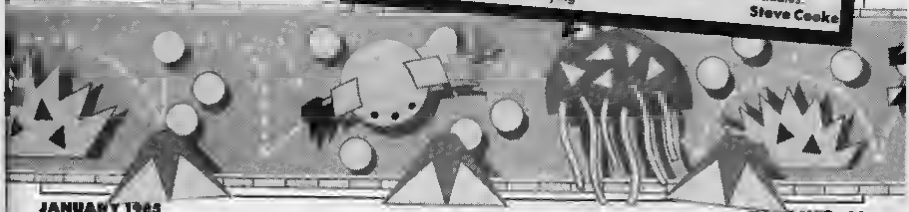
Bob Wade

Sabre Wulf was a bit of a dog if you ask me, so I was hoping for something to restore my confidence in Ultimate here. I wasn't disappointed.

The graphics are superb, of course, but what really made the game for me was the action and the challenge presented.

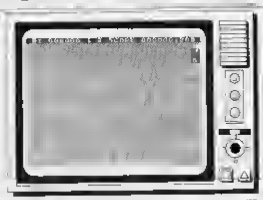
The game combines excellent playability together with enormous challenge, a combination that had me hooked from the word go. I particularly liked the jumping action, which seems to combine the tactics of a platform game with shoot-'em-up elements as you fight off the baddies.

Steve Cooke



SPECTRUM • SPECTRUM • SP

GAME: MR FREEZE
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP
FROM: FIREBIRD, £2.50



GRAPHICS	6
SOUND	3
ORIGINALITY	4
LASTING INTEREST	4
OVERALL	5

Mr Freeze is one of the games in British Telecom-owned Firebird Software's range. You control the title character who must de-freeze six compartments of a fridge. The fridge is a platform and ladders arrangement frosted for effect. To complete his task on each screen he must reach the de-ice box which is positioned in different places according to the screen. The various compartments can be attempted in any order.

However the fridge is packed with aliens and deadly food lasers which fly about all over the place. There are also ice cubes and gaps in the platforms which block Mr Freeze's path (these must be jumped). Falling from a height or contact with the aliens loses him a life. If this happens he becomes an ice cube himself – an attractive piece of programming.

The graphics are detailed and colourful. Mr Freeze himself is particularly well animated clumping along in his heavy space-suit. Sound is minimal and the controls are hopeless. There is a Kempston joystick option but forget it. There are four directions to move in, and firing the laser pushes back the enemy alien. Jumping is achieved with joystick control by pushing the stick to the top-right or top-left diagonal position, and this mixes up with the direction controls making accurate movements difficult and jumping ice blocks almost impossible. So stick to the keyboard option it is marginally better.

Platform games have reached a peak with games like *Monty Mole* and *Jet Set Willy* so perhaps software houses should be dreaming up new scenarios. Games such as *Mr Freeze* seem to be taking a step backwards in programming. Six compartments seem pretty unamazing but with the awful controls you have a hard job on your hands.

Martyn Smith

PANEL POINTS

Even at £2.50 *Mr Freeze* may receive a rather a cold reception since it's a simple platform game with rather dodgy control.

As a budget-priced game the six screens are fairly good value and the idea is different even if the execution isn't.

Fortunately each screen is not always the same because the food varies in its movements, so you won't be able to guarantee completing a screen each time.

Bob Wade

This icy little number leaves me cold. Gameplay is horribly unexciting because, there's nothing to pick up and your only aim is to hit the de-icing button at the top-right of the screen. You would have thought that a game with only six screens would at least have six interesting screens.

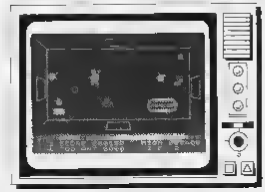
Steve Spittle

Control is very annoying: whether the huge delay between pressing a key and getting a response is to simulate skidding on ice or is sheer bad technique is not made clear. Whatever the reason, it seriously detracts from the playability.

Even then at £2.50 *Mr Freeze* is not worth the lolly.

Peter Walker

GAME: MELTDOWN
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: KERIAN, £5.95



GRAPHICS	5
SOUND	7
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	4

The cassette inlay describes this game as being classic in style whereas we computer cynics know this to be merely a euphemism for entirely unoriginal. This it certainly is with you controlling your little jet packed man, he being as obligatory a feature of space games as was the laser base a few years back.

He moves through all nine (now *there's* efficient programming for you!!) rooms of the nuclear reactor, collecting the coolant and thus preventing the meltdown. And where would an unoriginal space game be without unoriginal aliens? There are all of two life-forms inhabiting this particular program, one species having migrated directly from *Jet Pac* the other being just misshapen protoplasmic blobs.

Games like this can only be carried off with any success if the programming techniques used are exceptional. Unfortunately, *Meltdown's* graphics and animation could have come from two years ago. The characters are reasonably detailed but move in a flickery manner and worst of all incredibly slowly. Thus what is meant to be a game for reactions virtually becomes one of strategy – more akin to manoeuvring the QE2 than a jet packed space hero.

Special mention must, however be made of the sound for the usual zaps and blasts have been done in a manner that would put a few major software houses to shame. Also the control keys are sensibly placed and easy to use.

Unfortunately, neither of these two redeeming features can offset the poor aspects of the game due mainly to unoriginality and bad programming.

This is the first game that I have heard of from Kerian, and I hope that it is not an indication of their future standard. As it is I would need a hefty bribe to recommend *Meltdown* to anyone.

Peter Walker

PANEL POINTS

Probably the worst game I've seen this year on the Spectrum, so slow you'd think it was in Basic and the character you control sometimes stops when other aliens appear. The graphics and sound are okay, although the large size of the spaceman makes him extremely vulnerable.

Seeing games like this makes me pleased to be able to warn you off buying them.

Martyn Smith

This game is mega-bad. Using your jet-man's laser drains his batteries so much that he loses the ability to move when he fires off a few rounds. When you move into any one of the nine rooms, you're likely to be wiped out instantaneously. This is because the aliens emanate from the walls of the rooms, so there is a chance that they will appear straight in front of the door.

Steve Spittle

This is a game I could really have enjoyed, but for one major drawback – it was impossibly slow.

The graphics were clever and pretty, the idea wasn't bad, the movement was smooth but I could well have fallen asleep such was the excitement.

Peter Conner

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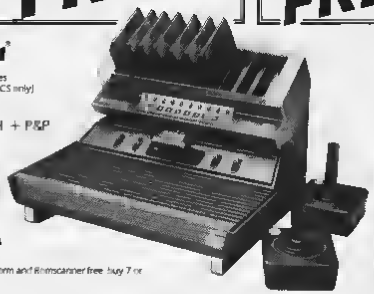
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GAME: COUNTRY COTTAGES
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: STERLING SOFTWARE. £5.95

Ever fancied yourself as a grasping landlord? Well *Country Cottages* is just the program for giving vent to your venal impulses. You will need a partner and at least half an hour to play this game.

You and your opponent start off without hard cash – just a loan from a friendly bank manager. The first thing to do is to choose the length of the game which is done by entering a target amount of money the first one to reach it wins.

Next the two players take it in turns to buy, sell and rent out cottages. A property is described and shown in hi-res graphics on the screen, and the players bid against each other until the price goes too high for one of them. Supposedly the program holds thousands of different cottages but in fact they are all variations of the same cottage and background.

After purchasing a cottage you can rent it out by advertising the cottage and your chosen monthly rental. Humourously named people then come to rent the cottages. Other game options include selling cottages, adjusting rent and viewing the state of your bank balances. Hazards include cottages being burgled or catching fire – they may even suffer damage from thunderstorms.

When a player reaches the target figure which was set at the start of the game, he/she has won. The instructions say that the winner will be "justly rewarded for their victory". What you get is a corny message in red lettering.

Country Cottages is a fairly standard property management game. It is simple to play and neatly presented, although not the most sophisticated game of its kind. If you are looking for a fun game to play with family this will keep you occupied for a while.

Steve Spittle

GAME: INSURGENCY
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: CCS. £5.95

Ever fancied yourself as a bit of a Ché Guevera fighting for the freedom of the people? Or for that matter a government battling for democracy and stability in a tiny state? If so then CCS's latest release *Insurgency* will appeal to you.

The cassette describes the game as simulating "a campaign of subversion in an isolated region of a third world state that has come to a head". It's a story that will be all too familiar to anyone who reads the newspaper: martial law, task forces hunting down dissidents, neighbouring countries supporting guerilla forces.

It's a two player game with one player taking the part of the rebels, the other controlling state forces. Whichever role you choose to play – you will have an equal number of complicated options and eventualities to juggle with.

The tape contains two programs. The first holds the routine which sets up the game – the two players choosing the various forces with which they will wage the campaign, and the map upon which it will be fought.

The next program uses this data for the game itself, a complex affair in which the players can move forces, occupy villages, bring in new supplies, receive intelligence reports, and so on.

As you can tell the game is fairly complicated so arcade aces who cannot think beyond the trajectory of their next missile should give this one a miss.

Graphically it is quite well done: the map being clear and easy to understand. The text is laid out neatly and with some thought and is therefore simple to follow. Sound is necessarily limited to informative beepings, and the controls are limited to the keyboard.

It is difficult to follow at first and takes a lot of thinking – every tactical nuance will not be immediately obvious. If you do enjoy tactical games then this is about as good as they come.

Peter Walker

GAME: BOOTY
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP, CURS. SINC
FROM: FIREBIRD. £2.50

The game is a platform and ladders affair not dissimilar to *Pyjamara* but nowhere near as good. You, cast as Jim the cabin boy, must run about a ship exploring its twenty holds and collect various treasures. Many of these are hidden behind numbered doors and to open these you need to find the key with the corresponding number.

Every screen is packed with cargo, treasures, doors and keys, most of which overlap rather badly when you walk past them. This overlapping sometimes makes it difficult to see whether or not you have picked something up.

To make your job more difficult there are ghost pirates, trapdoors, the captain's parrot and some extremely large rats. Also lying in wait are booby trapped treasures which, when picked up, give you very little time to get away. The idea may not be original but the elements come together to form a fairly nice game which needs some quick thinking and a sound strategy.

Generally graphics are good though animation is a bit jerky and there is quite a lot of colour clash which, though inevitable can be kept to a minimum by some not so-tricky programming.

The game starts with a pretty seascape with a jaunty hornpipe tune which continues throughout the game. If it gets a little tedious you can turn it off.

If you manage to collect all the treasures you have to find a bronze key to the next collection of booty which is tougher to get.

Despite *Booty*'s lack of originality I feel it is very good value for the mere £2.50 you have to pay. And it certainly bodes well for the full-price range of Firebird games.

Rob Patrick

GAME: TURMOIL
MACHINE: 48K SPECTRUM
CONTROL: KEYS, KEMP
FROM: BUG-BYTE – £6.95

You've heard the joke about the bouncing Czechs, now play the computer game with the bouncing Arabs. I'm not sure the Race Relations Board is going to like this game a great deal but I'm sure you will.

Taking the role of Mic Mechanic you must negotiate your way round a factory collecting tools, returning them to the workshop and collecting oil so that you can fill your car and make your escape to the next screen. You collect the oil and tools by running up and down ladders and jumping between platforms using ropes, springboards, conveyer belts and a wrap-around screen to help you.

If this isn't enough, you are chased around by sword-wielding Arabs who are more than a little disgruntled by the mess you've made in the factory and the fact that you're stealing their oil. Considering the price of the stuff these days I'm not at all surprised!

The game has twenty-six screens (Coded A to Z) and each one presents a new challenge. There are some really difficult obstacles to overcome and it's easy to become addicted. The main task on each screen is to collect enough oil for your car to drive away. The real problem is not getting at the car but obtaining the oil in the first place.

You drop the oil down a grid to fill up the car which gradually appears from the wheels up till the roof planks on top. The car trundles off the screen sounding rather sick, so it's no surprise that you have to fill it up all over again.

Graphics are excellent throughout the game and that all-too frequent phenomenon of colour clash is virtually non-existent. There's some nice animation and the Arabs can be quite fast and extremely ruthless so you've got to be on your toes.

Rob Patrick

RUM • SPECTRUM • SPECTRUM

PANEL POINTS

I have to admit to a sneaking enjoyment of strategy games The trouble is that bad strategy games are easy to program and good ones are hard to find *Country Cottages* isn t exactly at the top of the league, but it's very nicely presented and I found playing it quite a laugh

I have serious doubts about its long term interest but I suppose it's the sort of game you can always bring out when you've got friends round who haven t seen it before After all, it's pretty simple stuff and doesn t need a degree in joystick control to play

Steve Cooke

I'm not sure who s likely to buy this particular game The only strategy type game that has sold really well is *Football Manager* from Addictive Games

Country Cottages may have graphics (quite good ones at that) but the options are extremely limited and I can t see many people playing for a long time

Rob Patrick

Strategy games need a certain degree of complexity to hold one s attention, and *Country Cottages* is really a bit too simplistic

Peter Walker



Although this game is in Basic it s quite quick and there s a lot to think about The graphics are fair and there is sound The main criticism I have is the fact that two players must play – there is no option of playing against the computer – so while one person sees his instructions, the other must turn his back

If you like this sort of wartime/strategy game (they seem to have a small cult following though I don t think i've ever seen one in the charts) this is perhaps one you might like to invest in However, I think it is rather overpriced

Martyn Smith

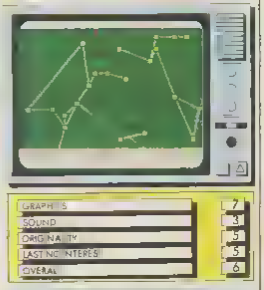
PANEL POINTS

Graphics are used to display the troop positions but most of the symbols are unclear The maps are probably more confusing than helpful Sound is virtually non-existent

I played *Insurgency* with several different people and nobody could really grasp the mechanics of the game It would probably appeal to wargamers who play in the conventional way and would like to play a quick game (by quick, I mean less than a day) when they come home from work

Quick somebody give me an arcade game

Steve Spittle



It was a pleasant surprise to find that discount software could be as good as this With so many screens and lots of treasures to collect, doors to open and things to avoid it really is marvellous value

The colours are a little garish and the overlapping of characters is unpleasant but I suppose you can t ask for too much for £2 50

With three different levels there's certainly lots to keep you going If this is only the silver range from BT I can t wait for the gold

Bob Wade

PANEL POINTS

I found the game to be a little low on concept and really more strategy than anything else – deciding which key to pick up and when

The graphics are chunky and rather un Spectrum like and unfortunately this means that when the cabin boy climbs the ladders the machines colour problems were never more in evidence The sound s also rather poor

A brilliant title screen sets the mood well and there is a catchy little tune Quite a lot of screens for your money as well – some of them quite good others best forgotten

Martyn Smith



The graphics are well drawn and animation is smooth Colours are used effectively so there is the minimum of clashing as characters meet Sound consists of a reasonable tune and the usual burbles and beeps

Gameplay is challenging and amusing the later screens are very difficult and will tax even the most proficient player

One reservation is the lack of variety in the characters, just you and the Arabs

Overall it s a very competent game with attractive graphics good animation and challenging screens But isn t this game a little racist?

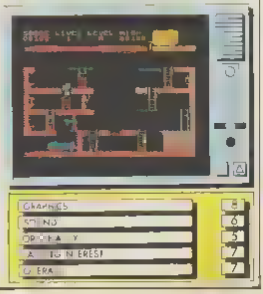
Steve Spittle

PANEL POINTS

I really liked this new game by Bug-byte The animation is superb and hilarious The sound gets a bit annoying, (pity there is no an/off option) It is a platform game but because of the many objects to spring off and swing on as well as lifts and conveyor belts to anticipate well there is a lot to think about!!

Lasting interest? Twenty-six very difficult screens to complete that should be enough to keep you glued to the computer for a good while The original touches should give it the edge on its competitors

Martyn Smith



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PCG 1/85

MONSTER MANIA

by Peter Azzopardi

For the BBC

What a game! We reckon this listing is easily up to the standard of many commercial Beeb programs. Type it in, save it to tape (just to be on the safe side), RUN it, and get a load of the graphics. What's more, it doesn't just look good – it's a real challenger when it comes to gameplay too

You start at the bottom of the screen and must fill in all the platforms by passing over them. You can jump up the ladders, and dropping from one platform to another is allowed. You get one point for each platform filled in.

You have four lives and lose one if you collide with a monster or with the display border. A screen is cleared when all the platforms are filled in. Keep an eye on the oxygen level – you get a bonus for the amount remaining when you've cleared a screen, but you get killed if it runs out.

There are three different screens to clear before you reach level 2. You are then awarded a bonus life, but from that point on a filled platform will de-fill if you re-cross it, making life much much harder! You will lose a point each time a platform de-fills.

There's a hi-score table waiting for you so get those fingers tapping!

Main variables

v%	When v%<>0 stop the game, v%=1 then screen cleared v%=2 life lost
l%	Lives
sc%	Score
name$	Hi-score top eight
score	Hi-score top eight
sh%	Sheet
le%	Level
x%	x co-ord of player
y%	y co-ord of player
w%	Monster 1 x co-ord
z%	Monster 1 y co-ord
r%	Monster 2 x co-ord
s%	Monster 2 y co-ord
a$	Player figure
h$	Monster 1
l$	Monster 2
f$	Flower
v	Speed of monsters

Program description

Line	Title
10	Error trap
20	Calls proc to define chars
30	Main loop
40-130	Check move proc
140-190	Initialise variables
200-530	Defines chars
540	Initialise variables
550-740	Print screen, tune etc
750	Tune 1 data
760-820	Screen data
880-900	Chars for screens 2,1,3
910	Delay proc
920-990	Proc move stage/level
1000	Tune 2 data
1010-1050	Move right proc
1060-1100	Move left proc
1110-1120	Check if dead
1130-1200	Proc drop man
1210-1270	Fill platforms
1280	Print score
1290-1440	Proc jump
1450-1580	Move monsters, bonus etc
1590-1660	Lose a life
1670-1720	End game
1730-1940	Introduction
1950-1960	Error routine

```
  10 MEM:MONSTERMANIA(c) BY P AZZOPARDI
  20 ONERRORGOTO1950
  30 PROCDEFINE
  40 REPEAT
  50 MODE7
  60 PROCINTRO
  70 MODE2
  80 PROCINIT
  90 REPEAT
 100 PROCSCREEN
 110 REPEAT PROC_CH_MOVE:PROCGRAVITY UNTIL
V%<>0:IF V%=1 PROCLEVEL ELSE PROCLIFE
 120 UNTIL17=0
 130 UNTIL FALSE
 140 DEFPROC_CH_MOVE
 150 IF INKEY 1  PROCJUMP:ENDPROC
 160 IF INKEY 98 PROCLEFT:ENDPROC
 170 IF INKEY 67PROCRIGHT:ENDPROC
 180 PROCDELAY(38)
 190 ENDPROC
 200 DEFPROCDEFINE
 210 FORA=ITO9:READD%(A%+48)=CHR$(B):NEXT
 220 FORA=1TO9:READB$(A%-48)=CHR$(B):NEXT
 230 FORA=1TO9:READB C$(A%-48)=CHR$(B):NEXT
 240 FORA=1TO9:READD=D%(A%-48)=CHR$(B:NEXT
 250 FORA=1TO8:READD E%=E$+CHR$(B):NEXT
 260 FORA=1TO9:READD=F%(A%-48)=CHR$(B:NEXT
 270 REM=DATA FOR CHARACTERS=
 280 DATA18,3,3,229,0,18,3,1,225
 290 DATA18,3,8,226,0,18,3,7,227
 300 DATA18,3,11,228,0,18,3,7,229
 310 DATA18,3,3,230,0,18,3,1,231
 320 DATA18,3,10,232,0,18,3,7,233
 330 DATA18,3,15,240,0,18,3,0,241
 340 ENVELOPE1,2,-1,-1,-1,255,255,255,1
28,0,0,126,100,60
 350 ENVELOPE2,2,0,0,0,0,0,255,3,0,0,-1
25,125,0
 360 ENVELOPE3,1,0,0,0,0,0,252,0,0,0,-2
,100,48
 370 ENVELOPE4,130,0,2,0,0,25,20,0,-4,
-4,-3,125,60
 380 VDU23,224,48,124,153,189,255,102,6
0,102
 390 VDU23 225,24,0,102,102,0,24,0,0
 400 VDU23 226,56,124,19,6,144,254,198,2
54,198
 410 VDU23,227,0,0,0,108 48,0,54,0,0
 420 VDU23,228,36,102,153,153,255,102,3
6,102
 430 VDU23,229,0,0,0,102,66,0,24 0,0
 440 VDU23,230,60,178 0,188,188,0,0,0
 450 VDU23,231,0,0,0,56,16,16,254 253,84
 460 VDU23,232,0,0,42,0,127,93,20,84
 470 VDU23,233,84,34,0,0,0,0,0,0
 480 VDU23,255,0,128 128,128,128,128,128,12
8,0
 490 VDU23,240,60,60 60,60,60,60,16,195
 500 VDU23,241,0,138,138,60 60,60,40,14
5
 510 VDU23,254,255 255,255,255,255 255
255,255
 520 DIMNAME$(10),SCORE(8):FORL=2TO7+NAM
E$(L)="P C S  Reader No "+STR$(L-1):SCOR
E(L)=10-L:+5E NEXT SC%=0
 530 ENDPROCINIT
 540 DEFPROCINIT VDU19,2,2;0;19,5,3;0;2
3;8202;0;0;0 :LE%=1:I%=4:SH%=1:SCX=0:ENDP
ROC
 550 DEFPROCSCREEN
 560 R=RND(51):IFR<1H%=D%:I%=0%ELSEIFR=2
H%=B%:I%=B%ELSE IFR=3H%=E%:I%=0%ELSEIFR=8
H%=C%:I%=D%ELSEH%=E%:I%=C%
 570 H=11*2:X%=8%:Y%=1%0:W%=960:Z%=100
VX=8:FX=0 N=1 RX=888:SS=924
 580 IFSH%=1 RESTORE880 ELSEIF SH%=2 RE
STORE760 ELSE RESTORE840
 590 ON SHOUDSLOPE870 880 900
 600 VDU19 10,0;0;19 11,8;0;19 13 0;0 4
17;139 12,28 1 27 16 3 17,120,12,28,1,3
8,18,28 12,26
 610 PRINTTAB(11,11;BPC(11D1:READA B,C,D
CA% CBX CCX,CDX KX=A E=B F=C:I=0
 620 COLOUR(8:FORD=1TOE:READA,B C VDU31
,A,B:FORG=1YOD=VDU254,0 1B=NEXT,
 630 VDU19,1,0;0;19,2,3;0;19,3,2;0;FORF=1
TO81STEP 3 VDU23 0 1 F;0;0;0;:NEXT
 640 COLOURCA%:RNINTTAB 11 11  SC=ˆ SC%
:COLOURCBX:PRINTTAB(10,11;"LE%  :LE%:COLO
URCCX:PRINTTAB(15,11  SH%:SH%
 670 VDU19,10,CAX;0;19,11,CBX;0;19 1ˆ C
CX;0;19,14,3;0 5
 680 FOR=1TO11:READA,B:VDU25 4,A 8 32;1
0,3,CDX-239-B-11:PRINTF$+NEXT
 690 MOVEXX YX PRINTA$ MOVENX,2%:PRINTH
$ MOVERX SX+PRINT1$
 700 B=1:::FORT=1TO11 1 MOVE1+ 1:::
+PRINTA$:NEXT
 710 SOUND0 2,4,16:MOVE508 76:GCOL0,7:F
RINTTAB(4 11 CHR$125411:GCOL3,4:FORL=5
12TO1108STEP8:VDU25,4,L,76 255:IFL 720 B
CALL 3
 720 NEXT:MOVE364 534:PRINT"GET READY
!FORT=1TO2:RESTORE750
 730 FORT=1TO7:READP,D:SOUND1, 10,P D:N
EXT:NEXT:MOVE366 534:PROCDELAY(99):PRIN
T"GET READY!:FORL=1TO10STEP 2:SOUND1 1
8,19,L:SOUND1 0 0,0:NEXT
 750 ENDPROC
 760 DATA101,5,121,3,137,5,121 2,129,2,1
21,2,129,2,121 4,117,4
 780 DATA72 28,0 3,8,6,7,1
 770 DATA2 5,3,6,5,6 13,5,4,3,8,15 2,12
,2 9,12,2,13 12,9,2,17,1,9,17,2,7,17 2,1
0,17,9,17 17,2,1,20 2,1 23,3,5,22 1,9,23
,8,1,27-3,5,27,9,11,27,4,16,27,3
 780 DATA1,0,5,12,5,3,0,12 5 11 12 5,10
,0 5,6 17,7,16 17,6,8,23,9
 790 DATA648 316,750,796 832 500
 800 DATA50 23,5,9,1-3,6,2
 810 DATA2 4,2,5 6,5 11 4,1 15,6,2,10,6
,1,1,12 1,3 12,2,6,12,6,14,11,1,16,11 2,
14,14,1,1,16,2,5,16 1,6 16,9,1,21,2,9 21
,3,19,21,5,10,21,1,1,27,3,5,27,3 9,27,3,
15,27,3 17,27,2
 820 DATA4,0,6 10,6,6,17,6,5,2,12 9,15,
11,10,3,16,6,7,16,6,17,21,6,5,21,6
 830 DATA320,548,896,488,384,100,1152 3
00
 840 DATA58,10,8,5,2 7,6,4
 850 DATA2,6,1,5,7,2,13,7,2,17,6,1,6,13
,3,10,13,4,5,16,2,13 16,2,8,17,1 10,17,2
,7,17,8,10 22,4,12,26,4 2,27,6 16,27,2 8
,7,8,2,4,8,11,4,7
 860 DATA1,9,28,10,4,24,7,7,6,12,7,6,9,
13,6,6,19,8,9 22,6,18,22,A
 870 DATA258,100 320,548,388,A36,832,63
6,896,548
 880 VDU23,238 255,165,90,165,90,36 24,
0,23 23,0,90,165,90,36 24,0,0,23,239,25
5,0,24,0,0,0,0,24,0:RETURN
 890 VDU23,238,255,0,255,0,245 21,21,10,0,6,2
3 239,0,255,10,10 10,0,0,0,23,234,255,36
36,36,36 36,36,36:RETURN
 900 VDU23,238,255,129 195,90,165,189,0
102 23,0,239 126,36,24,165,129,0,0,0,0
23,234,255,0,16,0,16,0,255,0:RETURN
 910 DEFPROCDELAY(I%):FORF=1TOI%:NEXT:END
PROC
 920 DEFPROCLEVEL
 930 IFLE%=1ANDSH%=3IX=1X+1:FORL=17020:
SOUND2,-15,200,1:SOUND2 0,0 1:NEXT
 940 SH%=SH%+1:IFSH%=4 LE%=LE%+1:SH%=1
 950 FOR R=H TO V 1=1+6 TO 512 STEP 16:S
OUND1,-12,150,1
 960 VDU25,9,W;76;10,3,1 255 PROCDELAY1
```




```
200 :SLX=SCX+18:PROCSCORE:NEXT
  970 RESTORE1020:FORR=1TO11:READP,Q:SOU
ND3, 10,P,5:NEXT:SOUND&,2,4,10
  980 VDU4,31,W,31:PRINT"SCORE=0LOSS=0":VDU18,#FX1
5
  990 NEXT:CLS:ENDPROC
 1000 DATA129,7,117,3,121,3,129,7,181,7,
121,3,129,3,137,3,145,3,149,4,149,4
 1010 DEFPROCRIGHT:SOUND&&0,3,3,1:SOUND&&
11,1,69,1
 1020 MOVEX,Y%:PRINTA$:X%=X%+32:PROCPOI
NT:MOVEX%,Y%:PRINTA$:IF POINT(X%,Y%-32)=
&PROCDROP
 1030 IF V%=2 ENDPROC
 1040 IF POINT(X%,Y%-32)=10PROCFILL
 1050 ENDPROC
 1060 DEFPROCLEFT:SOUND&&0,3,3,1:SOUND&&1
,1,53,1
 1070 MOVEX%,Y%:PRINTA$ X%=X%-32:PROCPOI
NT:MOVEX%,Y%:PRINTA$:IF POINT(X%,Y%-32)=
&PROCDROP
 1080 IF V%=2 ENDPROC
 1090 IF POINT(X%,Y%-32)=10PROCFILL
 1100 ENDPROC
 1110 DEFPROCPOINT:IFPOINT(X%+24,Y% 201<
>&ORPOINT(X%+32,Y% 201<># V%=2
 1120 ENDPROC
 1130 DEFPROCDROP
 1140 IFPOINT(X%,Y%-32)<>&ORPOINT(X%+56,
Y% 321<># ENDPROC
 1150 SOUND1,4,Y%/5.255:SOUND&10,3,3,255
 1160 REPEAT
 1170 MOVEX%,Y% PRINTA$:Y%=Y%-32:PROCPOI
NT:MOVEX%,Y%:PRINTA$:PROCGAME
 1180 UNTIL POINT(X%,Y%-32)  &BAY%=1560OR
POINT X%+56,Y% 32) >& OR V%=2
 1190 SOUND&11,0,8,8:SOUND&10 0,0,0:IFY%
=156V%=2
 1200 ENDPROC
 1210 DEFPROCFILL
 1220 IFX%/64<>INT(X%/64)ENDPROC
 1230 IF LEX>1 ANDPOINT(X%+8,Y% 361=# VD
U10,8 CHX 25,6 XX;Y% 32);239;FZ=FZ+1:SCX=
SCX+1 PROCSCORE:SOUND&, 10,5,2:GOTO1240
 1240 IF LEX >1 VDU18,3 CHX 25,4 XX;Y% 32
;239
 1250 IF LEX<>1 ANDPOINT(X%+8,Y%-36)=# F
Z=FZ-1:SCX=SCX-1:PROCSCORE:SOUND&, 10,4,
2 ELSE IFLEX( 1FX=FX+1:SCX SCX+1 PROCSCO
RE:SOUND&, 10,5,2
 1260 IF FX=8:X% VX=1
 1270 ENDPROC
 1280 DEFPROCSCORE:VDU4 31,5,1:PRINT;SCX
:VDU5:ENDPROC
 1290 DEFPROCJUMP:SOUND&&0,3,2,1
 1300 IF INKEY-98 RESTORE1420 ELSE IF IN
KEY-67 RESTORE1430 ELSE RESTORE1440
 1310 FOR R=1TO3
 1320 READK,L:MOVEX%,Y%:PRINTA$;X%=X%+1
Y%=Y%+L:PROCPOINT:MOVEX%,Y%:PRINTA$:IFV%
=2 GOTO1450
 1330 PROCGAME
 1340 IF POINT(X%,Y%-32)<>&ORPOINT(X%+56
,Y% 321<>&D=3
 1350 NEXT:D=0
 1360 PROCPOINT
 1370 IF Y%=156 ORPOINT(X%+24,Y%-12)=4V%
=2 ENDPROC
 1380 IF POINT(X%,Y% 321=&PROCDROP
 1390 IF V%=2ENDPROC
 1400 IF POINT(X%,Y%-32)=10PROCFILL
 1410 ENDPROC
 1420 DATA-32,32,-A4 0,-32,-32
 1430 DATA32,32,64,0 32, 32
 1440 DATA0 32,0,0,0, 32
 1450 DEFPROCGAME
 1460 IF INKEY-68 GCOL3,3 MOVE366,548 PR
INT"Freeze"=!SOUND&10,8,8,8:SOUND&11,8,8,
8:REPEAT UNTIL INKEY-54:MOVE36A,5AB;PRIN
T"Freeze"
 1470 N=N+1:IFNK>V%5 GOTO1550 ELSE N=1
 1480 MOVEWX,ZX:PRINTH#
 1490 IF ZX>YX ZX=ZX-32:GOTO1510ELSEIF ZX<
YX ZX=ZX+32:GOTO1510
 1500 IFWX>XX WX=WX-32:ELSEIFWX<XX WX=WX
+32
 1510 MOVEWX,ZX PRINTH#:MOVERX,SX:PRINTI
A
 1520 IFRX>XX RX=RX-32:GOTO1540 ELSEIFRX
X% RX=RX+32:GOTO1540
 1530 IFSX>YX SX=SX-32 ELSEIFSX<YX SX=SX
+32
 1540 MOVERX,SX:PRINT14
 1550 IF ZX=YX ANE XX<=WX+32 ANE XX>=WX
32 VX=2
 1560 IF SX=YX ANE XX<=RX+32 ANE XX>=RX-
32 VX=2
 1570 H=H 1:IFH/16=INT(H/16 VDU23,4 H,7
4,18,3,1 255:SOUND3,-3,10&,31:F K<72& SO
UND7, 14 200,3:IFH=512 VX=2
 1580 ENDPROC
 1590 DEFPROCLIFE
 1600 SOUND&&0,1,200,20:SOUND&10,3,3 20:
X=1% L=COLO 0 F=1
 1610 FORE=YOTOYX-28STEP-8 A
 1620 MOVEX%,F:PRINTAWXX+56 F:MOVEX%+E,Y% D
RAWX%+E Y%-20 E=E+8 :NEXT:SOUND&,4 150,2
5
 1630 IF LX>0 PROCDEAD
 1640 PROCDELAY112%A1:VDU19,11,8,8,19,13
,8,8:SOUND&11 0,0,0
 1650 SOUND&12-2,F-20:SOUND1-2,70,28:FOR
F=61TO65STEP- 3:VDU23,#,1,F;8;0;:NEXT
 1660 ENDPROC
 1670 DEFPROCDEAD:RESTORE1710:SOUND0,1,6
,35
 1680 FORR=1TO READR$ GCOL0,F%D%:MOVE
R%64+320,548:PRINTR$:PROCDELAY1300:NEXT
 1690 FORR=1TO13:READP,Q:SOUND&03, 10 P,
Q:IFP=1490R??SOUND3,0,0 0
 1700 NEXT ENDPROC
 1710 DATA"G , A"  M"  E     O ,VU  E
 "R
 1720 DATA9 0,149,0,149,8,145,8,137,8,1
17,8 121 13,117 4,107,8 101 8,97,8,97 13
,89,8
 1730 DEFPROCLNTRO:VDU23,8 202;8;8;8;
 1740 PRINTCHR$141;CHR$129;CHR$157;CHR$1
31;TAB114;"MONETERMANIA"
 1750 PRINTCHR$141 CHR$129;CHR$157;CHR$1
30 TAB1141 "MONETERMANIA"
 1760 PRINTCHR$141;CHR$133;TAB121"KEYS:"
 CHR$141 CHR$134 TAB12?"KEYS:"
 1770 PRINTTAB17,31;CHR$132( SHIFT  Jum
p  F    Freeze 1TAB17,41;CHR$133;"SHI
FT  Jump  F    Freeze"
 1780 PRINTTAB16,51;CHR$141;CHR$130;"7
      Left  U  Unfreeze"TAB(6,61;CHR$
141;CHR$131;"7       Left  U  Unfreez
e"
 1790 PRINTTAB16,71;CHR$141;CHR$129;" X
      Right  Esc   Abort"1TAB(6,81;CHR$
141;CHR$134;"X       Right  Esc   Abor
t"
 1800 IF SCX<>0 PRINTTAB(0,101;CHR$141;C
HR$134;"Score="SCX;TAB18-111;CHR$141;CHR
$132,"Score="SCX:*FX15
 1810 IFSCX=HCORE1710TO1870
 1820 PRINTTAB12,101;CHR$141;CHR$132;"C
ONGRATULATIONS";TAB(12-1)1;CHR$141;CHR$1
34;"CONGRATULATIONS"
 1830 VDU28,0 13 39,13,134 157 132;INPUT
"ENTER YOUR NAME "N$
 1840 IFLENN$>15THEN 1830 ELSE VDU12,26
 1850 S=7:REPEAT:S-1:UNTIL SCX<=SCORE(
S1 OR S=1
 1860 FORT=0TO5*2 STEP-1:SCORE1T1=SCORE(
T 1)  NAME$1T1=NAME$(T 1)  NEXT:SCORE15+1
=SCX NAME$15+11=N$
 1870 L4=STRIN6$131,"*";N$=STRING$(0, #
"+CHR$10+CHR$81:PRINTTAB15,131,L41TAB15,
141;N$;TAB135,141;H4;TAB15,221;L$
 1880 FORA=2107:PRINTTAB(A,L+131;CHR$(L+
128)"  (TAB16,L+131;CHR$112$+L1;SC
ORE1L1;TAB114,L+131;CHR$135-L1;NAME4(L)
;CHR$135;NC1
 1890 PRINTTAB112,101;CHR$141;CHR$132;"
TODAY S BEST  "1TAB12,L1);CHR$141;CHR$1
34;  TODAY S BEST "
 1900 VDU28,8 24,39,24,134,136;INPUT"ENT
ER DIFFICULTY(1 HARD-20 EASY) "V:IF V<10
RV>20GOTO1900 ELSE VDU12,26
 1910 PRINTTAB8,241;CHR$136;CHR$129;"HI
T S SOUND 0 NI SOUND SPACE TO START";:RE
PEAT IF INKEY-17 THEN *FX210,1
 1920 IF INKEY-82 THEN *FX210,0
 1930 UNTIL INKEY-99
 1940 ENDPROC
 1950  IF ERR=17 SOLO 40
 1960 MODE7:PRINTTAB12,101;"Error at l n
e "ERL ERR
```

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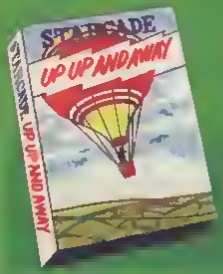
[illegible] your [illegible] to the [illegible] quick wits and fast reflexes [illegible] new [illegible] against monsters unbelievable ferocity and cunning and [illegible] hazards more perilous and deadly than any you might find on a trip through the outer universe. [illegible] world populated by the creatures of our own nightmares [illegible] and [illegible] Bruce [illegible] cool and [illegible] the [illegible] and deceptive calm of the **SAVAGE POND**

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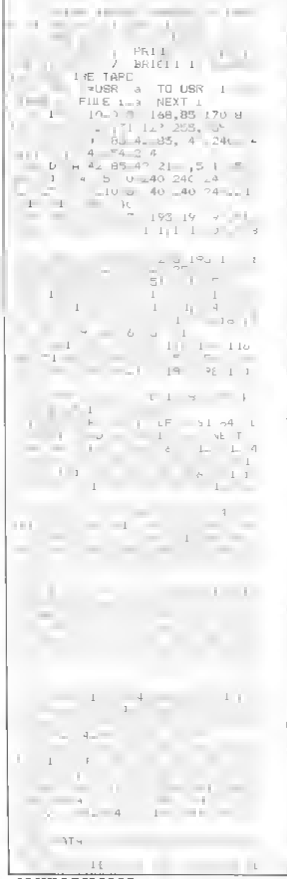
MAGIC POTION

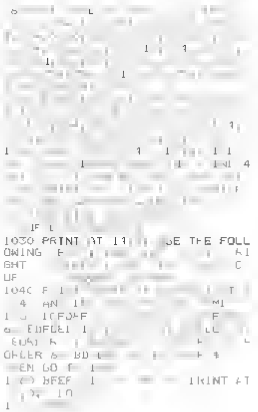
CRACK



PRODUCTION LINE

BY PAUL STOCKLEY - FOR THE 48K SPECTRUM







```
  1 REM **********************
  . REM * PRODUCTION LINE *
    REM *   1984 BY PMS   *
  4 REM **********************
  1  GO SUB 225  GO SUB 170
  15 FOR x = 1 TO 4  LET a=a+x(x):
IF SCREEN$ (x,y+1)  1   OR ATTR
 2,y)=69 THEN GO TO 135
  20 IF SCREEN$ ( +1,y)      THEN
GO TO 1000
  25 GO SUB 115  IF SCREEN$ (x,y
+1)= E   THEN GO TO 135
  30 PRINT AT   1,y*CHR$ 32;AT
y,CHR$ 3
  35 LET k$=INKEY$  IF k$="p  AN
D ATTR (   1,y+1)  71 AND y 31 THE
N LET y=y+1
  40 IF k$=" o  AND ATTR (x 1,y 1
=71 AND y 0 THEN LET y=y-1
  45 IF k$="q   THEN GO SUB 65
  50 IF k$="a   THEN GO SUB 80
  55 IF k$="m   THEN GO SUB 100
  60 PRINT AT   1,y;CHR$ 159 AT
y,HR$ 160  NEXT x  GO TO 15
  65 IF ATTR (y 2,x)   68 THEN RE
TURN
  70 FOR d=1 TO 5  BEEP .005,20
BEEP .005,30  PRINT
```

```
1030 PRINT AT 11,1  SE THE FOLL
OWING  F
GHT
UF
1040 F
  4  AN
1
1
OBJECTS
ORDER &  BD
  EM GO F
1
  1  10
```

```
1000 REM ***********************
     REM * PRODUCTION LINE *
     REM *   1984 BY PMS   *
     REM ***********************
     GO SUB 225  GO SUB 170
     FOR x = 1 TO 4  LET a=a+x(x):
IF SCREEN$ (x,y+1)  1   OR ATTR
 2,y)=69 THEN GO TO 135
     IF SCREEN$ ( +1,y)      THEN
GO TO 1000
     GO SUB 115  IF SCREEN$ (x,y
+1)= E   THEN GO TO 135
     PRINT AT   1,y*CHR$ 32;AT
y,CHR$ 3
     LET k$=INKEY$  IF k$="p  AN
D ATTR (   1,y+1)  71 AND y 31 THE
N LET y=y+1
     IF k$=" o  AND ATTR (x 1,y 1
=71 AND y 0 THEN LET y=y-1
     IF k$="q   THEN GO SUB 65
     IF k$="a   THEN GO SUB 80
     IF k$="m   THEN GO SUB 100
     PRINT AT   1,y;CHR$ 159 AT
y,HR$ 160  NEXT x  GO TO 15
     IF ATTR (y 2,x)   68 THEN RE
TURN
     FOR d=1 TO 5  BEEP .005,20
BEEP .005,30  PRINT
```

Okay, so just WHAT S going on out there? How come all you readers have suddenly started sending in these red hot listings? If you want to see just how good you re getting type in this excellent game from *Paul Stockley*

Productron Line is a platform game in the grand tradition, with moving platforms monsters pistons and a whole host of game features to keep you busy You must guide Fred the workman around the prodnction hne collecting doobries. The doobries just in case you re not familiar with these essential items of industrial equipment are coloured cyan

The listing is in two parts First type in Listing 1 and SAVE it with the line SAVE "Production" LINE 5 Then type in Listing 2 and SAVE It using SAVE "Line" LINE 10 To RUN the program rewind the tape and enter LOAD"" as normal Please note that you will be asked to stop the tape when the intio screen comes up on the display so don t go away while the game s loading!

When typing in the game, enter any underlined letters in graphics mode Graphics mode is selected by pressing SHIFT/9 whereupon you will see the cursor change to a flashing G You can return to normal mode by pressing SHIFT/9 again Just in case you re confused by u$ in line 160 of listing II consists of two spaces two graphics 3 s and a final space Good luck!

Main variables

A	Vertical position of stompers
X,Y	Position of man
LI	Lives
LE	Skill levels
SC	Score
OBJ	Objects collected
U$	Platform string
R$	Parcel string

Program breakdown

10	Set-up screen etc
15-60	Main loop
65-75	Up ladder routine
80-95	Down ladder routine
100-110	Jump routine
115-130	Move stompers platforms etc
135	Death routine
145	End of game
155	Finished sheet routine
160	Set up strings for movement
170-220	Print screen
225	Set-up variables
1000	Fall routine
1020	Decrease lives

MICRO BRITISH COMPUTING AWARDS 1985

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Join the winners
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Here's your chance to contribute to the most important event of the microcomputing calendar – The British Microcomputing Awards 1985
Recognised as the Oscars of the industry, the awards are organised by VNU – publisher of Micro Decision, Personal Computer News, Personal Computer World Commodore and Sinclair Answers, Personal Computer Games and What Micro? – The Sunday Times and Thames Television's 'Database', which will televise the event.

The BMA 1985 is looking for technological excellence and value for money. Who do you think deserves to win these highest of accolades? Fill in the nomination form and let us know. Your nominations will be carefully considered by a team of experts from this magazine who will then forward a shortlist to two independent panels of judges.

The winners of the eleven categories will be announced at the Awards Ceremony next June and they will each receive the unique BMA trophy. The ceremony will also make a series of special commendations for computer projects of social importance. There will be a major presentation to Concerned Micros in Education and Training (COMET), the charity established by the BMA 1984, to aid disabled young people.

Complete the nomination form opposite and you could join the top names of the industry at the prestigious Awards Ceremony in London next June.

The judges will be looking for a number of important qualities in all the products nominated. These include value for money, ease of use, flexibility and innovation. Colour, sound and speed, as well as software support will be other key considerations in judging the hardware, and use of the machine in the software categories. The judges will also be looking at the consumer support service offered. There are however, certain specific requirements.

1. Business Microcomputer & Business Microcomputer of the Year. The machine must cost less than MRP £5000 including operating systems, CPU, keyboard, disks and monitor. It must be disk based, come with at least a 90 day guarantee and have a wide range of business software.

2. Business Software & Business Software of the Year. Software should be disk based with a MRP of less than £1000 per package or module.

3. Home Microcomputer & Home Microcomputer of the Year. The machine must not cost more than MRP £500.

4. Home Software & Home Software of the Year. Software must not cost more than MRP £50.

RULES 1 Categories 1-5 Manufacturers may nominate their own products which need not have been made in Britain but all products must have been available for purchase from retail outlets in the UK by January 31st 1985.

2 Categories 6-9,11 Manufacturers may nominate their own products which need not have been made in Britain but all products must have been available for purchase from retail outlets in the UK between 1st November 1983 and January 31st 1985.

3 Employees of VNU Business Publications BV, The Organisers, The Sponsors or any individuals associated with the British Microcomputer Awards are not eligible to place a nomination with the exception of the six VNU title judging panels which may each nominate up to six entries.

4 The decision of the judges is final and no correspondence will be entered into.

5 All nominations must be received by noon February 15th 1985.

Enter your nomination for each category and explain, in not more than 30 words, the reasons for your choice, using another sheet of paper if necessary. You should consider carefully the guidelines given for each category.

Category 1: Business Microcomputer

Category 2: Business Software

Category 3: Home Microcomputer

Category 4: Home Software

Category 5: Educational Software

Category 6: Game of the Year

Category 7: Peripheral of the Year

Category 8: (i) Home Software of the Year

(ii) Business Software of the Year

Category 9: (i) Home Microcomputer of the Year

(ii) Business Microcomputer of the Year

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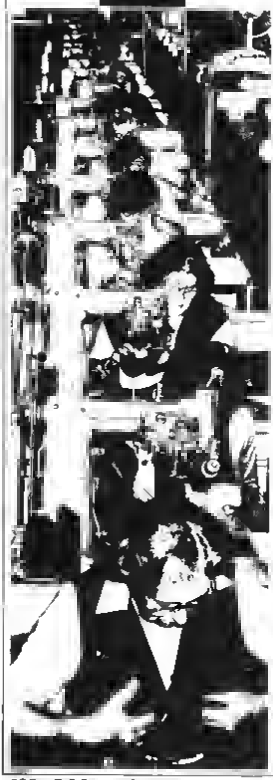
Send your nominations to VNU Business Publications BV, British Microcomputing Awards, Freepost 38, London W1E 6QZ.

Nomination forms must reach the Awards Office by noon, Friday 15th February 1985. Nominations cannot be accepted after this date.

SPECTRUM • SPECTRUM • SI



PRODUCTION «LINE»



```
  THEN
 4
 75 NEXT u: RETURN
 80 IF ATTR (x+1
 TURN
 85 FOR u=1 TO
 BEEP .05,20: BEEP
 +1: PRINT AT
 IF u
 ;y: L
 90 IF SCREEN$
 GO TO 135
 95 NEXT u: RETURN
 IF ATTR (
 JRN

 105 FOR u=1 TO 4: GO SUB 115: P
 RINT x-1,y; ;AT x,y; ;: BE
 EP .003,x: BEEP .003,x+10: NEXT x
 =sc(u): PRINT AT ,-1,y; E ;AT x
 y; O ;: IF ATTR (x-2,y)
 PRINT AT x-2 y, NO , FOR t=1 TO
 6: BEEP .006 t*t: NEXT t: LET ob
 j=obj+1: LET sc=sc+95: PRINT AT
 ,6,sc: IF obj=6 THEN GO TO 155
 110 NEXT u: RETURN
 115 PRINT INK 5;AT a,11;a$,AT a
 +1,11;b$; INK 7;AT a+2,11;c$; IN
 ;AT a,19;a$,AT a+1,19,b$; INK
 7;AT a+2,19 c$
 120 LET t$=u$(2 TO )+u$(1): LET
 t$ t$(5)=t$( TO 4): PRINT INK 5
 AT 11,22,t$;AT 11 5=u$,AT 16 21
 t$,AT 16 6,t$

 125 LET r$=r$( TO )+r$(1): PRI
 NT INK 3;AT 5 =r$;AT 5,21 ;$,AT
 20 =r$;AT 20,21 r$
 130 RETURN

 135 FOR o 120 TO 150: PRINT INK
 INT (RND*7)+1; OVER 1;AT x 1 y,
 CHR$ o,AT ,y CHR$ o: BEEP .006
 ,o-100: NEXT o: GO TO 1030
 145 FOR x 1 TO 4 ): NEXT x: CLS
 PRINT INK 4;AT 1 10 ANOTHER
 GAME (Y/N) : INPUT ;$: IF $= y
 THEN GO TO 5
 150 STOP
 155 PRINT AT 11 11 PAPER FL
 ASH 1; WELL DONE FOR 1 TO
 0: BEEP .01,1: NEXT
 +500: PRINT AT
 LET x=5 LET 10 TO 1
 160 LET u$= LET t$ u$
 IF 1e=1 THEN
 RETURN
 IF 1e
 RETURN

 BORDER PAPER
 INT 1 CLS PUKE 23
 ER 160
 PRINT AT
 INK 7;c; INK 4;AT 10; COPY
 1984 ;AT 2,9 INK 5; FROM
```

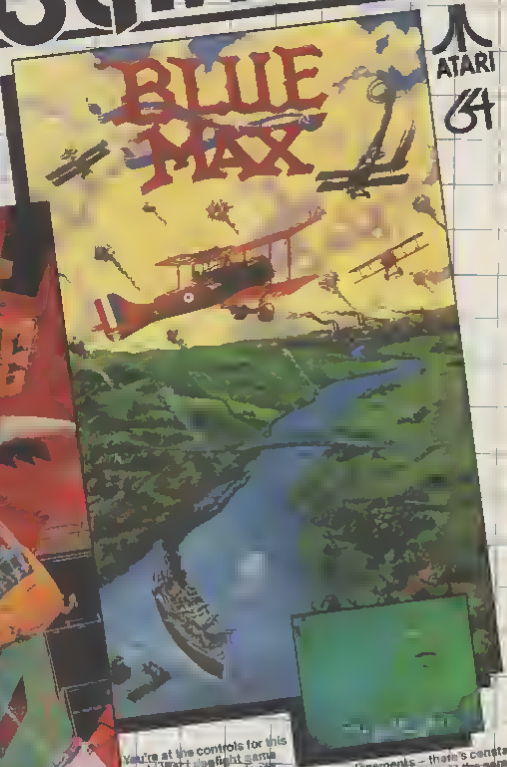
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Play this multi level extravaganza three different ways. You and your chopper must bomb and fire on vile enemies, navigate hazards like deadly laser rooms and hyper-energy chambers rescue 18 trapped friends – and make your way through the most demanding, maddening set of caves ever devised. Super graphics, unnerving sounds, constant scrolling, plus randomly placed dangers so the game is always new. You can't really learn Fort Apocalypse. Just hold on to your joystick, practice – and hope!





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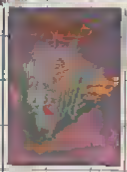
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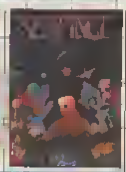
A lively, imaginative alternative to rockets and bombs. Your Droids outlive squares, hit enemies knock them down. Quick reflexes, intelligence and strategy are a must.

Commodore 64 & Atari



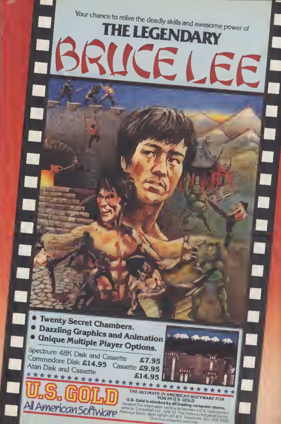
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ADVENTUREWORLD

The White Wizard's words of wisdom for adventure lovers

HUMANITY UP A GUM-TREE

This month's Adventureworld is really something special. Not only have we got five pages and a great competition, but we've also got reviews of no less than NINE games, of which more than half are really hot stuff.

So let's not beat about the Balrogs we'll go straight in at the deep end with *Upper Gumtree* from Richard Shepherd Software. This is their latest release for the Commodore 64, soon to be converted onto the Spectrum as well. The company have already scored several hits with adventures including games like *Urban Upstart*, *Espionage Island* and *Inferno*.

Peter Cooke, who programs most of Richard Shepherd's games, has a thing about places you want to get out of. Scarthorpe in *Urban Upstart* was the sort of town that made Neasden look like Monte Carlo, and Inferno was well, not exactly the sort of place you'd go for a holiday. Now he's come up with Upper Gumtree, the most boring place in the known Universe. He's also come up with a very enjoyable game.

Apart from being hell-on-earth, Upper Gumtree is also the setting for your attempts to foil Professor Blowitowitz efforts to take over the world. Accompanied by Emma and Wally, you have to unravel the plot and save humanity.

The game features split-screen graphics which can be turned off if you want to move around quickly. The pictures aren't wildly exciting, but they're good enough to add something to the game rather than just be a nuisance. The infamous Commodore 64 split screen glitch is there unfortunately, as evidenced by a slight flicker where the text and graphics screens meet. To make up for that minor shortcoming, there's what seems to be a large vocabulary and generally this is a very player friendly game.

The game is a considerable advance on *Urban Upstart* and even on *Inferno* – there's a real-time element, and if you don't enter a command for about 30 seconds the screen flashes up 'You wait' in *Hobbit* style. Emma also shows Thorin tendencies by occasionally saying, 'We're wasting time!' if you hang around too long.

Wally, another independent companion of yours, is something of a pain in the neck. He has a habit of picking things up just before you can get your hands on them and then refusing to part with them, making excuses like 'I found them first!' I'm still trying to get a pair of gloves from him that I think are essential to solving the game!

He's also a violent individual. I hit him once as a just reward (I thought) for refusing to give me the gloves whereupon he killed me instantly. You have been warned. Emma is far more peaceable, and also seems to do more wandering about.

There are quite a few puzzles to solve here. For the most part they're logical and the game is all the better for this.



● The rope bridge from *The Jewel of Babylon*

● Five time zone clash in *Eureka!*

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and the game is all the better for this There are however one or two places where you can be killed without warning which I think is a pity as you then have to start all over again unless you've saved your position

You'll encounter people like Farmer Giles who will happily murder you for examining his tomatoes and Mrs Shuffle who will condemn you to a fate worse than death (but rather more useful) – endless cups of tea

Upper Gumtree is a worthy addition to the legendary White Wizard Collection Sadly Richard Shepherd Software have been devoting rather more time to business and utility programs recently but I hope that we won't have to wait too long before they bring out their next adventure

Jewels of Babylon

If you think the screen dump of the bridge on the opening page of Adventureworld is impressive then check out ***Jewels of Babylon*** from Interceptor because there are plenty more where that came from Ever since *Heroes of Karn* the company seem to have made a point of including high-quality graphics in their games and this one is no exception

At the beginning of the game you find yourself in a boat moored a short distance from a tropical island To get into the adventure proper you must enter your rowing boat row north and on landing at the island your adventure begins. Not all the locations have graphics but those that do are beautifully depicted Your objective is to explore the island find the treasure and return to your ship

The cassette cover gives you the impression that the program will understand standard English but this is not the case Here's a typical sequence from the game to illustrate the point

Computer You can see a smooth vertical slab of rock
Player Examine rock
Computer Please rephrase that
Player Examine slab
Computer I don't know the word slab'
Player Look rock
Computer Please rephrase that

and so on The moral is that just because a program makes full use of nouns verbs adjectives adverbs and prepositions (as this one claims to do) doesn't mean it's going to be any easier to get along with

Other niggles about this game include random death where the player gets killed off by poisonous spiders falling from above without warning and very scanty location descriptions though I suppose the graphics make up for the last shortcoming

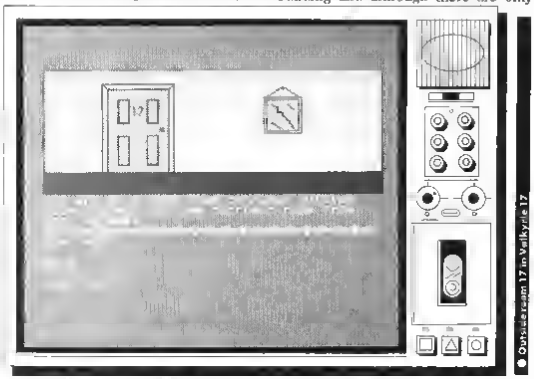
Perhaps I was just having a bad day but I didn't find *Jewels of Babylon* an easy game by any means Even the maze had me foxed for quite a while since there aren't an enormous amount of objects for you to collect and then use to drop and mark your position I kept ending up in a native village at supper time only to find out that it was guess who on the menu

As a result I'm determined to get back to this game and crack it so I have to admit that for me anyway it possesses addictive qualities

The game boasts over 100 locations so there's going to be quite a bit of exploring going on in the Wizard's cave over the next few days

Valkyrie 17

Both Artic and Richard Shepherd are well-known figures on the adventure scene but this month is unusual because it not only sees the birth of a new software company but one that has managed to bring out a very good adventure as its first release If you haven't managed to get hold of ***Valkyrie 17*** from Rainbird then I recommend that you do so – it's an excellently presented well thought out text-and graphics program available for both the Spectrum and Commodore 64 and distributed by Palace Software



The game comes with a short booklet and die cast metal badge The tape has an audio track on one side that features some rather obscure phone-calls from an agent on the trail of a dangerous secret organisation (called Valkyrie 17 – hence the name of the game) The last phone call is cut short by what sounds like a gun shot

Under normal circumstances that sort of introduction would be all the persuasion I'd need to give *Valkyrie 17* a wide berth but being an intrepid Wizard I loaded up the game and set off in an attempt to save the planet from world domination and revenge the death of my fellow agent

The game is in the usual split screen format that seems to have become almost an industry standard since *The Hobbit* The graphics draw quickly and apart from being attractively designed also contain important clues to help you in your task Not all objects present in each location are mentioned in the text so close examination of the pictures is essential

Input for the most part is two word only but you'll occasionally need to enter something a wee bit more complex and if you get it right the program will accept it My only gripe here is that the game doesn't tell you which word it's having difficulty with but there's a decent vocabulary so this isn't too much of a problem The program highlights your inputs in an attractively redesigned character set and the display as a whole is beautifully presented

What really makes this game is the degree of realism involved You start off in a hotel from which you must escape without paying your bill This in itself involves careful exploration of the building and although there are only about 15 locations here you'll find an awful lot to do

Once you've got out of the hotel you find yourself confronted by the problems of deep snow, treacherous ski runs and the need to find a couple of objects that appear only in the pictures and not in the text Unfortunately you won't get any further without these and although you can see them on the screen it may not be immediately obvious to everyone what to call them

There are apparently over 100 locations but I haven't yet explored all of them Once you make it down the ski slope you arrive in a small town At this point the game shows one of its weaker points by killing you off quite unjustifiably if you happen to pay too much attention to a harmless looking fountain The White Wizard does not believe that a fountain located in (presumably) the Swiss alps would be likely to harbour a shoal of man-eating piranhas but well need I say more?

Apart from little niggles like this, RamJam have produced a very enjoyable game that has me impatiently awaiting their next release. If you fancy dicing with death and checking out the true significance of the phrase The Red Kipper Flies at Midnight then pop out and fritter away £9.99 on *Valkyrie 17* – it's worth every penny

Eureka

The White Wizard recently tried his hand at ***Eureka*** currently available on both the Spectrum and the Commodore 64. Contrary to popular belief, wizards tend to be an impoverished lot. Casting spells to change base metals into gold is a very tricky business requiring heavy investment in special wands and protective clothing, so the prospect of winning £25 000 had me polishing my staff in eager anticipation.

Eureka just in case you didn't know is a five-part adventure set in different time zones. Your task is to search through Pre History, the Roman Empire, Arthurian Britain, Colditz and the modern Caribbean for five pieces of a legendary talisman. Completing the talisman finishes the game.

There is also the small matter of £25 000 which goes to the first person to telephone a certain number and claim the prize. The number is concealed within the game in the form of various tips and clues, either in the text or the graphics.

Well, let's face it, you're statistically unlikely to be the winner, so what's it like as an adventure? Well, surprise, surprise, it isn't too bad at all. The program offers scrolling text input with (in most locations) some very attractive graphics with some novel and impressive dissolve routines.

Unfortunately the vocabulary doesn't quite live up to the pictures. Entering 'Get Key' gives you the response 'You can't do that!' whereas 'Take key' gets you the key and congratulations into the bargain. Numerous words that appear in the location descriptions are not understood and the program doesn't tell you which word it's having trouble with, replying simply 'I don't understand'.

This is made more serious by a real-time element within the program. While you're busy trying to find out what word to use you might be drowning or being killed and be unable to do anything about it. Then to add insult to injury you must start all over again because there's no SAVE routine.

Apparently the SAVE routine had to be omitted because it would have made it too easy to break into the program and possibly find out the phone number that brings you your life's supply of newt's tongues at £25.00 an ounce.

Getting five games for £15 isn't bad value, but don't expect hundreds of locations in each one. I do think though that some of the modules are quite high on atmosphere and because of the different time zones there's an enjoyable variety of locations. There's also some nice incidental music.

I still think, though, that I'd have preferred a SAVE routine to the very distant possibility of winning £25 000.

The game ***Peter Pan*** draws all its ideas from the book. As with *The Hobbit* if you've read the original then you'll find yourself able to solve most of the puzzles in the adventure without too much difficulty.

The game has one or two unusual features. The first are the graphics which have some very attractive animated features. You'll see shark fins cutting through the water, children flying, and Indians sending up smoke signals amongst other things. Don't get too excited, however, since the graphics take several thousand years to draw.

Sadly the responses to your inputs also take a long time in appearing. This isn't a game that you can play in a hurry. Perhaps that's just as well because there aren't a huge number of locations (about 40 by my count) for you to explore as you wander around Neverland trying to defeat the infamous Captain Hook.

Peter Pan takes place in 'real-time', with the program monitoring your inputs and flashing up 'You wait' if you don't enter anything for a while. Other characters including Wendy, the Lost Boys, pirates, Indians and crocodiles wander about at random.

This is a very competent, though somewhat limited, adventure. It's a pity about the slow pace and I can't help feeling that if you want to a visit the Neverland you're better off reading the book than tackling the adventure.

Tower of Despair

Another very attractive new release for the Spectrum has arrived from Games Workshop. ***Tower of Despair***

GAME	MACHINE	PRICE	ATMOSPHERE	COMPLEXITY	INTERACTION	OVERALL
UPPER GUMTREE	C, Am, S	£6.50	6	6	7	7
EUREKA!	C, S	£14.95	7	6	5	6
VALKYRIE 17	S, C	£9.99	8	7	7	8
PETER PAN	S	£11.05	6	4	5	4
TOWER OF DESPAIR	C, S	£8.95 C £7.95 S.	8	6	7	7
JEWELS OF BABYLON	Am, S	£5.50 S £6.00 Am	5	7	5	6

KEY AM-Amstrad **C**-Commodore 64 **S**-Spectrum **B**-BBC

A GREAT Y

1984 was the most exciting year ever for adventure players. Games like *Twin Kingdom Valley, Heroes of Karn, Sherlock, The Hulk* and *Return to Eden* had us (and still have us) glued to our machines with no hope, and no desire, of salvation. So what's in store for us all in 1985...

New Machines

The Amstrad looks like becoming a first class adventurer's machine. Just look at the games reviewed this month – of six new releases two are already available for the CPC464.

Artic, Hewson Consultants, Channel 8, Richard Shepherd, Level 9, Interceptor and many others are all producing software for this new machine as well as converting classics like *Heroes of Karn* and *Fantasia Diamond*. If you're looking for a new machine and want to play adventures then the Amstrad seems to be an excellent bet.

MSX is expected to have a big impact on the home market but so far software has been very slow to materialise for it. Interceptor are currently planning some titles for the series but it may be some time before we see enough games to make it a worthwhile purchase for the adventurer.

The Enterprise sounds like an adventurer's dream, but whether the dream will ever become a reality is another matter altogether. So too the QL for which only a couple of adventures (from Talent) have appeared.

With its potential for multi-tasking and large memory this ought to be the machine to watch for state-of-the-art games but we are still waiting for someone to take up the challenge.

New games...

The Hobbit changed the face of adventures when it was released in 1983 and its influence was seen throughout 1984 with split screen graphics, interactive characters and complex input becoming more and more evident in newly released programs.

But 1984 also brought us *The Lords of Midnight*, the joystick adventure (*Zim Sala Bim* from Melbourne House) increasing numbers of so called arcade adventures and – significantly – the first Level 9 games with graphics.

Here are some of the goodies to come in 1985.

Big Byte, producers of *Twin Kingdom Valley*, are hard at work on the sequel called *Valley of the Source*. Adventurers will be able to trace the source of the river of gold that appears in *TKV* when the game is released sometime around March.

Channel 8, producers

has a woefully unoriginal plot but is excellently presented has a large vocabulary and comes nicely packaged with a booklet complete with illustrations

As Keeper of the Silver Gauntlet and Wielder of Flamebolt you must rid the land of the evil Malnor Here yet again we have a super baddie who controls some awesome source of power (in this case the Ring of Skulls) and who must be defeated by yours truly armed with some equally legendary artefact

If it all sounds too like the Lord of the Rings you re right but to give *Tower of Despair* its due the accompanying blurb is excellently written and the game is very high on excitement

Although the imaginative scope of this game is enormous the adventure itself is not so complex There are one or two very difficult puzzles not all of which seem to have logical solutions A group of winged nasties for example will follow you and tear you to pieces if you go in one direction but are rapidly left behind if you go in another

Puzzles like this sometimes assume monumental significance because this is one of those games where you sometimes can t explore any further until you ve got past someone or something that s blocking your way

Nevertheless *Tower of Despair* is a gripping adventure deserving a place in any fantasy fan s collection

The Wizard's Mailbag

THE WHITE WIZARD received a duplicated letter from a **Mr Neil Monro** this month Us Wizards being a somewhat snobbish lot it was inclined to dismiss this epistle as being unworthy of my attention After all a DUPLICATED letter by the beard of Belboz don t deserve a more personal communication???

After despatching a flock of man-eating harpies to scour the planet for the luckless Neil I decided that perhaps it was being a bit over the top In fact I found myself positively warming to the aforesaid Mr Monro as he described his problems at the very beginning of Level 9 s latest blockbuster As some of you may know unless you re very crafty you will find yourself being roasted by Snowball s engines within seconds of starting the game

I can t help feeling that this is a pity because once you get past the first stage the game is so very enjoyable So if you are stuck at this point I feel perfectly justified in spilling a few of the beans Chuck out this month s Help Grid for further details

Rob Westlake Stephen McLeish and **Chris Dyke** write in crowing about their recent joint victory over the perils of *Urban Upstart* from Richard Shepherd This game seems to be standing the test of time very well, being humorous attractively presented and quite challenging all at once

Messrs Westlake McLeish and Dyke include a complete solution to the game in their letter but wonder whether there is a football pitch somewhere that they didn t find To the best of my knowledge the closest you can get to the pitch is just outside it where you meet the football fan but perhaps other adventurers can prove me wrong

Brad Owen writes in requesting help on no less than eight games but forgot to include his address Are you there Brad? Please communicate further

The Cave of Solitude is still being flooded out with letters from players of *Lords of Midnight* Most notable by far of these is **Mr M Sutherland** of Bearsden Glasgow He begins his letter To that famous Counrer and Seer White Wizard The harpies are on their way Mr Sutherland give them a cold sarsage and they ll reward you with a signed photo of yours truly and a display of aerobatics (don t forget to tip them or else)

Mr Sutherland mentions the various ways of destroying the Ice Crown which would be some assistance to **Ian Jones** who sent in a long description of every move he made during 36 game days(!) ending up with the Ice Crown but not the faintest idea of what to do with it Try taking it to Lake Mirrorn and pressing the Night key Ian Also try seeking a little more guidance at the Towers

T YEAR FOR ADVENTURE

of the Mysterious Adventures range have several new games planned for early in the year including a new range for the Amstrad in the spring

Hewson Consultants will be bringing out a follow up to *Avalon* in March The game uses similar joystick controls but boasts a completely different and expanded setting featuring stone circles, ley lines and the Saxon invasion

Melbourne House have started work on their most ambitious project to date – *The Lord of the Rings*. The adventure will come like the book in three parts and the company hope to release it late in 1985 Meanwhile their latest game *Castle of Terror* (A Dracula inspired graphics adventure) should be entering the shops as you read this

Artic have three more games in the pipeline all with graphics Details have yet to emerge but this company are always good value

CDS are likely to score a big hit with adventurers over the next year They ve bought the rights to *Castle Blackstar* and its successor *Pyramid of the Sun. Blackstar* is a text only game in the grand tradition of *Classic Adventure* and much impressed the White Wizard when he first saw it earlier this year but *Pyramid of the Sun* sounds even more exciting

Mark Sheppard one of the programmers of the series tells me that the game is set in Egypt, makes a lot of use of Egyptian mythology and will be second only to the legendary Infocom games in its ability to understand English inputs That s quite a claim and if the program lives up to it then it ll be solid gold for adventurers at only £6 95

Castle Blackstar is available on the BBC Spectrum Commodore 64 and Dragon and an Amstrad version may follow later

Last of all there s one company who WON T be bringing out any more adventure games Software Projects distinguished themselves in 1984 by bringing out *Legion* a game in which you could go Up but not back Down It comes as no surprise then to be told by a spokeswoman for the company that Unfortunately we don t still publish *Legion* and we won t be doing any more adventure games So there you are

Christmas tips

Use the Clue Code at the end of each problem to identify a square on the grid Starting at that position read every second letter until you have a complete sentence When you reach the end of a row go back to the beginning of the next line and carry on

1 Can t escape from Snowball s engines in *Return to Eden*? (Clue Code A1)

2 Can t hang on to the Bio Gem in *The Hulk* Bear this in mind (Clue Code A2)

3 Escape is vital at the beginning of Artic s *Eye of Bain* and you ll also need the pole later on in the game If you re stuck this should get you started (Clue Code 12)

	1	2	3	4	5	6	7	8	9	10
A	T	D	H	O	E	N	M	O	O	T
B	S	G	T	E	C	T	O	N	M	I
C	F	O	O	G	R	E	T	M	A	T
D	B	I	L	L	E	L	R	t	O	T
E	O	S	M	T	U	H	N	E	D	V
F	E	E	R	R	G	Y	R	L	O	A
G	U	S	N	T	D	T	t	R	S	E
H	A	A	L	S	S	U	O	R	T	E
I	H	L	E	I	S	F	A	T	F	P
J	E	O	S	L	T	E	R	S	V	P

The PCG Helpline

HERE'S OUR latest Helpline You can use this column to offer assistance to other readers ask for help if you re stuck, and in doing so make friends with readers in Britain and abroad.

Send your name address and the name of your computer on a postcard indicating the game and problem you are stuck on to **Adventure Helpline Personal Computer Games, 62 Oxford Street London W1A 2HG** In order to fit as many people in as possible in future issues we will only be able to give space for one problem per reader You may of course still offer help on as many games as you are qualified to do so

You can include your telephone number but you must bear in mind that you may receive many calls.

Finally don t forget to include a stamped addressed envelope if you need a reply from another reader

Help offered

Avalon (Spectrum)
Contact Martin Ford Gerreg Wen Llanarthney Carmarthen Dyfed SA32 8JR

Aztec Tomb Adventure, Snowball, Hobbit, Hulk
Contact T Styles, 28 Hamsterly Road Salters Lane Estate Stockton on Tees, Cleveland TS19 8AT

Golden Apples of Zeus, Adventure land, Pirate Cove, Mission Impossible, Voodoo Castle, Count, Nosferatu, Quest of Merravid, Earthquake, Castlemaze
Contact Stephen Bowes, 104 Western Road Goole DN14 6RD

(On the Dragon) ***Shenanigans, Sea Quest,*** (On the CBM 64) ***Quest of Merravid, Heroes of Karn*** plus hints on ***Erik the Viking***
Contact Tony Treadwell 41 Fernhill Road Begbroue Oxford OX5 1RR Tel 08675 6670

Colossal Adventure, Dungeon Adventure, Lords of Time, Snowball Hobbit
Contact Philip Chan 7 Rushmead Close, Canterbury Kent CT2 7RP Tel 0227 453911 between 6 and 9pm only

Help wanted

Pyramid (Vic 20)
I am stuck in the dusty cellar
Stephen Bowes 104 Western Road Goole North Humberside DN14 6RD

Hobbit (Spectrum)
How can I get past the bulbous eye having collected the treasure and defeated Smaug?
Mike Gardner Birch Hall Theydon Bois Essex CM16 7DR

Ghost Town (Spectrum)
How do I find the map and examine it?
R J Beale 33 Sutton Lane Shrewsbury SY3 7QQ

Hobbit (Spectrum)
How do f defeat the vicious warg in the elven king s dungeon?
D Webb 6 River Drive Padiham Burnley Lancs BB12 8SE

Catacombs (CBM 64)
How do you get through the ordinary looking door (first location)?
Neil Baker, 114 Belmont Road Harrow Weald Middlesex HA3 7PR

Quest for the Holy Grail
How do you get past the knight who says nic?
Bryn Lucas 17 Smallwood Road, Colchester Essex C02 9HB

Classic Adventure (CBM 64)
How do we get past the snake?
Edward Webb 3 Montgomery Walk Waterlooville Hampshire PO7 5TD

Heroes of Karn
How do I kill the bats?
Philip Chan 7 Rushmead Close Canterbury Kent CT2 7RP

Win a microdrive!

Attention all Spectrum owners Here's a great opportunity to walk away with a free Microdrive plus interface or – for 20 lucky runners up copies of two new games for your machine

Hill MacGibbon have just brought out a range of games including two graphic adventures *Aztec* and *King Arthur s Quest* The games are excellently presented and combine numerous locations to explore and puzzles to solve with the ease of single key input They were programmed by Five Ways Software who also produced the Lone Wolf series reviewed in December's Adventureworld

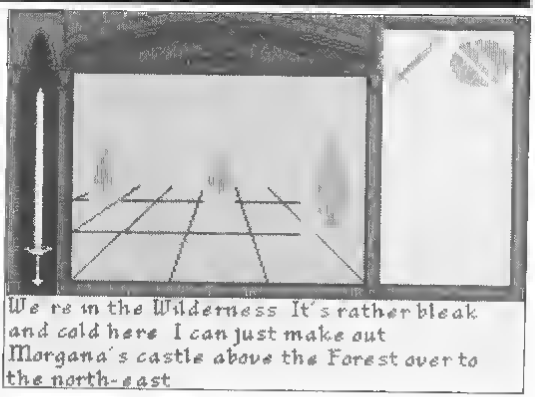
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Q Why did the Wizard cross the road?
A

_ (20 words max)

Copy your completed riddle onto a postcard together with your name and address and send it to Hill MacGibbon Competition Personal Computer Games 62 Oxford Street LONDON W1A 2HG

The funniest answer wins the first prize of a Sinclair Microdrive plus Interface 1 and the 20 runners up will each receive a copy of *Aztec* and a copy of *King Arthur s Quest*. So come on – prove to us all that you ve got a sense of humour and win yourself some great prizes!



King Arthur s Quest and *Aztec* are both highly original in their presentation The graphics display shows your view ahead with each location that you can move to represented by a square on a grid Landscape features such as trees lakes towers etc are visible from a distance but smaller objects are only visible when you re actually on the square in which they are to be found

You can move about using single key inputs for Turn Left Right and Move Forward There are also commands to enable you to pick up drop and use objects plus a Cast Spell command

King Arthur s Quest has you trying to defeat the evil witch Morgana *Aztec* presents a rather meatier challenge when you wake up to find that the sun has disappeared along with all the other members of your village Both games feature real time elements in *King Arthur s Quest* for example night follows day as you move about, and your energy runs down steadily

The White Wizard s only slight reservation about these programs is that the ease of control prompts you to move about faster than the program can keep up – after all it has to redraw the graphics every time you change location This will only deter the impatient player however and with upwards of 800 location squares in each game most players should be kept busy for ages

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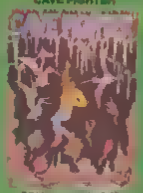
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Beach-head hi-score claims tested in PCG's secret room

ASSAULT ON KUHN-LIN

Two five star battle-scarred Generals assumed command in this month's Challenge Chamber. Veterans of many an amphibious landing, **Richard Murphy** 12, of Fleet in Hampshire and 14 year old **James Stevenson** of Purley entered the Chamber to test their military skills on the Spectrum version of *Beach head* from US Gold.

Both of these strategists have owned Spectrums for over two years and are seasoned games campaigners. James in fact has been decorated with a DSO with bar for his great courage in putting up with faulty machines he's had to return six Spectrums in those two years due to faults of one kind or another.

It didn't stop him though. He first got hooked on *Manic Miner* and he's never looked back. Other games he's keen on include the Ultimate games... especially *Lunar Jetman*.

Richard too is an Ultimate fan and can find his way out of *Sabre Wulf* in a nifty seven minutes or so. Unlike James he enjoys playing adventures – he's even solved Level 9's *Colossal Adventure* which is no mean feat.

Fearsome

Generals James and Richard both had scores of around 126 000 on *Beach-head*, the game in which you have to

guide your forces from sea to land to victory

So into the Chamber they went for a challenge more fearsome than anything the Pentagon's war games simulations can offer

Seated at their respective Spectrums James and Richard presented the very image of calm heroism as they set off on the first stage of their Longest Day. Their mission – to get their ships through the secret passage before establishing a beach-head and destroying the fortress of Kuhn-Lin

It's no ordinary pond you play the admiral on: it's infested with mines and vicious torpedoes speed across it. Getting your ships through is a question of precision: of stopping and starting at exactly the right moment and then making a dash for the narrow passage

James had the edge here: somehow steering smoothly through the perilous waters. Richard kept almost finding a watery grave but generally managed to stop within a hair's breadth of disaster. A reward of 30 000 points came James' way when he'd got all his ships safely through. Richard followed a few minutes later with the same score.

Ballistics

The next part of the battle is the game's hardest and most exciting section. A degree in ballistics helps but failing that a hell of a lot of practice will do. What you have to do is fire your guns at the enemy as their ships float across the horizon and their planes zoom towards you in 3D horror.

Up and down those big guns went as the Generals searched for the correct elevation to blast the rascals into oblivion. A tenth of a degree is a matter of life and death here.

James again seemed to be marginally more accurate: finding the hostiles quicker than Richard and despatching them in flashes of brilliant red. After vaporising wave after wave of planes and then sinking the aircraft carrier the beach-head was established and the struggle returned to land with James on 66 000 and Richard just a few thousand behind.

Tanks – were they Panzers or Centurions? – rolled across the muddy and heavily fortified battlefield. They weaved through the minefields and swerved to avoid walls blasting away at enemy artillery as they went.

Casualties

But it was no picnic. This was war and in war there are casualties. Richard got pranged by an enemy gun emplacement, and the same thing happened to James. But once more it was James whose bring was the more deadly and it was James who accumulated the points.

The final stage of *Beach-head* is the storming of the fortress of Kuhn-Lin itself. An enormous hill looms up. A huge gun slowly swings round. You've got to get in ten hits before that gun hits you – terminally.

With one more tank than Richard, James was in the driving seat. He didn't mess up, remaining calm and making the most of his advantage. Inexorably his last tank advanced, destroying all before it. The fortress destroyed the scores showed a victory for James Stevenson 129 000 points to Richard Murphy's 118 000. Victory then to James who becomes the first of **Beach-head's** six star Generals. But Richard need not despair. He acquitted himself with great bravery. And old soldiers never die.



● James (left) and Richard prepare for battle

MORE MAIL TO THE MASTER

HERE IS the opening of a letter from a certain **C Free** of Beaconsfield

Dear Dastardly Chamber Master

The Master was stunned to be addressed in such an ungentlemanly fashion. Why *dastardly*? What had the Master ever done to C Free? It's a mystery and a disgrace. After such impudence the Master does not feel able to print the rest of C Free's letter.

On the subject of the correct form of address for a Chamber Master, wrap your voice box around this:

Greetings O Chamber Master. Superfluous Being of the whole mega-universe.

Now hear this **David Baron** of Loughton in Essex. The Chamber Master is NOT superfluous. He is in fact very NECESSARY. So there.

David Lowe of Leicester knows better how to address a Chamber Master. Unfortunately Dave thinks his score of 15 075 on *Arabian Nights* entitles him to call himself Lowey the Magnificent. Take a look at this month's high scores Dave, and then get back to that machine.

Too many letters about the *International Soccer* Knock out competition have arrived for all the writers to be mentioned. The Master is still pondering the possibility of such a mega chamber event. Discussions are taking place with the F.A, Pele, Jimmy Greaves and many other important soccer personalities. Expect a report soon.



Finally the Master and his minions would like to wish all their readers a merry Yuletide. Wherever and whoever you are the Master hopes that Santa fills your stocking with all the games you have dreams about. Clock up some festive high-scores for 1985!

High-score egoality

Dear Chamber Master

You wanted letters from ladies so here you are!

Yes you're right we do enjoy computer games but unlike certain males our ego doesn't need feeding by having our names in print. We are content to sit here slaving over a hot keyboard without looking for praise or reward.

However I'm a firm believer in equality of the sexes and feel that if my sons wash the dishes I should take on some of their difficulties. It has taken a lot of effort and concentration to think like a male but the next sentence shows how successful I have been. PLEASE PLEASE PLEASE PRINT MY NAME FOR MY *SUPER PIPELINE* SCORE !!

Sheila Bell,
North Shields, Tyne and Wear

The Chamber Master is hugely gratified to receive this letter – all the more so because Sheila goes on to give some very shrewd tips on how to high score on Super Pipeline. We hope to be printing these soon.



The scores to beat

ANCIPITAL (CBM 64)
★ 6 410 933 Homer Perry London
★ 6 179 503 Gary Insley Derby
★ 6 081 545 Gary Penn Berkhamsted

ARABIAN NIGHTS (CBM 64)
★ 31 400 Robert Ireland Prestatyn
★ 29 850 Daniel Gilbert Heathfield Sussex
★ 24 400 Richard Balashaw S Wirral

BEACH-HEAD (CBM 64)
★ 996 000 Paul Aveyard King s Langley
★ 745 000 Jason Bird Chelmsford
★ 737 800 Paul Toulman Ripon

BEAKY AND THE EGG SNATCHERS (Spectrum)
★ 40 340 Iain Reddick Kircaldy Fife
★ 29 360 Kristian Legg Braintree
★ 29 120 Alex Grass Hitchin

BONGO (Vic 20)
★ 11 027,500 Paul Robertshaw Hatfield Manchester
★ 4 176 000 Kevin Pain Otterbourne
★ 3 132 000 Christopher Wain Notts

BOZO'S NIGHT OUT (CBM 64)
★ 50 Pints Julien Lusk London
★ 49 Pints Brian Leach Stanmore Middx

CHINESE JUGGLER (CBM 64)
★ 193 925 Vaughan Waylett Braintree
★ 185 445 Darren Ungless Frimley Green

BUZZARD BAIT (Dragon)
★ 86 100 Derek Liddle Hartlepool

CHARIOT RACE (Vic 20)
★ 7101 Kevin Smith Twickenham

CHUCKIE EGG (BBC)
★ 5 127 130 Binesh Patel Wrexham
★ 4 065 670 Alistair Hindle Kirkcaldy
★ 3 074 080 Ian Cook Braintree

CHUCKIE EGG (Spectrum)
★ 10 338 550 Richard Mazzaferri Aberdeen
★ 8 079 540 Steven Taylor Warrington
★ 6 604 470 Raymond Graham, Birkenhead

CODE NAME MAT (Spectrum)
★ 1244 Gary Jarvis Catford London
★ 1131 Richard Kuban Woking
★ 1080 Marcus Honeysett Bournemouth Dorset

DEATHCHASE (Spectrum)
★ 514 968 John Dunne London
★ 418 479 Mark Johnston Arbroath
★ 285 898 Mark Errington Stanley Co Durham

DECATHLON (Activision) (CBM 64)
★ 13 015 Ayham Akcay London
★ 11 892 Jason Lutkin Norwich
★ 11 539 Jason Fletcher Dorking

EHEQUNTER (CBM 64)
★ 632 200 Julian Venus Winchester
★ 257 800 Robert Love Essex

ELITE (BBC)
★ 106 588 (Deadly) Jason Watton Chepstow

FORBIDDEN FOREST (CBM 64)
★ 1 001 088 Stephen Campbell Dumfries
★ 841 401 David Martin Ramsgate
★ 837,241 John Kelly Castleford

FRAB! (BBC)
★ 2 046 900 David Buttimore Pembroke
★ 312 550 Jason Robinson Darlington
★ 310 000 Ian Howcroft Farsley Yorks.

GRIDRUNNER (Vic 20)
★ 744 100 Stephen Tomlinson Ashton
★ 542 420 Steven Bell Barking
★ 333 790 Paul Maidment Tilehurst

GUARDIAN (CBM 64)
★ 255 200 Carl Lyons Huddersfield
★ 127 050 Alex Peat Twickenham

JAMMIN' (CBM 64)
★ 887 061 Duncan Heath Norwich
★ 699 573 Cameron Heath Norwich
★ 501 641 Darren Scott Doncaster

LOCO (CBM 64)
★ 1 000 000 Paul Harper Felpham
★ 594 800 Gary Cuthbertson Newcastle
★ 577,220 Alex Green Maryborgh Scotland

LUNAR JETMAN (Spectrum)
★ 382 520 John Elliott Falkirk
★ 317 870 Nicholas Booth Clevedon Avon
★ 203 810 David Martin Ramsgate

REVENGE OF THE MUTANT CAMELS (CBM 64)
★ 2 956 068 Scott Walsh Batley
★ 2 600 000 Andrew Jones Prestatyn
★ 2 287 000 Tom Burton Saxmundham Norfolk

SHEEP IN SPACE (CBM 64)
★ 2 450 000 Tom Burton Saxmundham Norfolk
★ 1 831 352 James Atherton Sheffield
★ 1 147 000 John Nellis Birmingham

SABRE WULF (Spectrum)
★ 6 mins 45 secs (50%) Ian Law Aberdeen
★ 6 mins 55 secs (54%) Trevor Sinkinson Boroughbridge

STOP THE EXPRESS (Spectrum)
★ 14 730 Jame Westwood Brighouse
★ 12,270 Michael Aherne Cumbernauld Glasgow

SUPER PIPELINE (CBM 64)
★ 1 238 050 Rodney Bond Billericay
★ 490 035 Sheila Bell North Shields

TORNADO LOW LEVEL (Spectrum)
★ 101 474 Richard Mazzaferri Aberdeen

MUSHROOM MANIA (Oric)
★ 375 184 Chris Swift Bradford

FORTY NINER (ZX81)
★ 150 885 Richard Hall Tamworth
★ 48 906 Matthew Gearing Wrington Avon
★ 30 150 Paul Greenley Hull

TRASHMAN (Spectrum)
★ 27 262 Robert Venn Reading
★ 27 420 Simon Lowe Huddersfield
★ 27,222 Robert Pocock Buxton

OK – I'll dare the Challenge Chamber

(This portion to be filled in by witness)

Name
Address

Telephone no (if possible)

Game Machine
My score is scored on (date)
in a game lasting mins secs
Signed

Name
Address
Telephone no (if possible)
Occupation
I confirm that the above claimed score is genuine
Signed

Post this form to Challenge Chamber, Personal Computer Games, Evelyn House, 62 Oxford Street, London W1A 2HG



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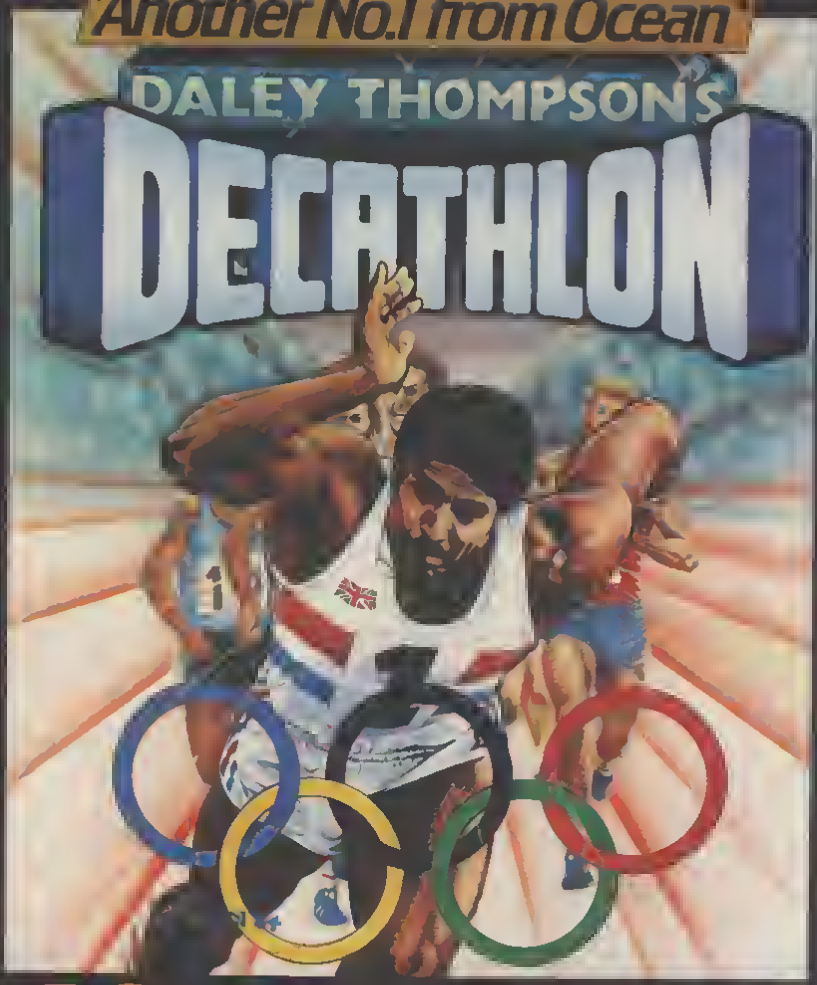
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TRICKS 'N TACTICS

PCG tips on high scoring in your favourite games

HOW TO JOIN THE ELITE

Acornsoft's stunning space game has been enthralling BBC and Electron owners the country over. Shingo Sugura gives his tips on becoming one of the Elite



1 First thing you must get used to is the feel of flying the Cobra Mk III. For the first few flights simply fly around and make sure you can quickly head in the right direction using the radar. I advise you to play with the keyboard rather than the joystick because you have so much more control.

2 You can't begin to appreciate the real depth of this game until you have fully equipped your ship. Obviously this needs credit and trading. I'm afraid I can't offer you much advice on trading because the price of goods vary and the galactic chart is so huge. The most important thing is to be able to choose goods at cheap prices and that only comes with experience.

I trade almost solely on computers but you may find planets which sell alien cargo at 1 cr or whatever. One tip is to stay away from narcotics and slaves. They attract police vipers and even if you are very experienced it's highly unlikely that you can survive a full viper assault.

3 The order in which you equip your ship is important. This depends on whether you happen to be an expert combateer or whether you are a natural trademan. Probably the most important pieces of equipment are a docking computer (this saves a considerable amount of time especially on the tape version), ECM (you probably won't be able to survive long without it) and a beam or military laser. You might be tempted to arm yourself with right, left and rear lasers. Don't. They will remain unused.

4 Once these essentials are bought, buy yourself an extra energy unit, large cargo bay, energy bomb and an escape capsule. I'm afraid getting to this stage is rather boring and will simply be a matter of you wandering from planet to planet earning credit. It just takes time so be patient and don't forget to save the game at frequent intervals.

5 Always have four missiles and an energy bomb. When more than three pirates attack you simultaneously, confront them with your missiles armed and release one as soon as it's locked on. Arm another missile and start blasting with your laser and launch missiles as required.

The manoeuvrability of your ship is directly proportional to your velocity so slow right down if you are confronting, say, a Thagoid invasion ship releasing five Thargons a second!

It is quite possible to destroy five or even six pirate ships if you stay cool, aim carefully and use your missiles wisely. Don't forget to use an energy bomb when things looks desperate. It costs a lot but it's better to survive than to save a few credits and be dead.

Escape capsule is another possibility but so far I've never had the chance of actually hitting the Escape key at the right time!



6 Once you can fly and fight effectively you can either find yourself a pair of planets in close proximity to each other and just trade or you can explore the eight galaxies. If you want to enter the competition organised by Acornsoft it's best to stick to the first option but there's nothing more interesting than exploring the weird and wonderful world of Elite which presents many strange things that aren't mentioned in the manual. For example somewhere in the middle of galaxy 1 there's supposed to be a ship with a virtually indestructible armour.

MINI TIPS

BE A BETTER DEFENDER

Richard Patey's tips on playing Alligata's excellent Commodore 64 version of Defender *The Guardian*

1 Literally defend humanoids Stick close to them and zap those landers

2 There are big points in saving humanoids If all is clear allow the lander to take the humanoid then shoot Catch and replace the humanoid vertically (i e go down immediately) and you've scored 150 points just like that!

3 Use the scanner that and your laser are the most important tools of a true Guardian With a little practice it should be possible to move to the scene of the crime quickly and accurately And watch out for mutants and swarmers with it

4 Zap them pods on wave 2 upwards! It's definitely worth it!

5 Store up the smart bombs and use them only in dire circumstances Save them for clear space when you lose the planet or really bad waves

6 Don't use hyperspace unless you're feeling lucky!

Wake up, Wally!

If you aren't one of the 300 plus Spectrum owners who've written to us with solutions for Mike Rogers great *Pyjamarama* here's some cryptic advice to stop you tearing your hair out

- Can't get that crash helmet? Can't use the driving licence? Makes you want to jump out of a window in despair
- Can't get the scissors? You've gotta stop those library books hitting you on the head
- Can't reach the balloon? Boy do you need help

Kong tips

On the third level of Ocean's *Kong* (48K Spectrum) climb to the top of the first set of platforms and wait for a lift Jump on to it and let go of all the keys You should go through the top and automatically finish the level

Rhys Jones, South Glamorgan

ALL THE WAY ON ARI

Robert Ireland has a score of 31 400 on *Arabian Nights* for the Commodore 64 and claims to be the first to have completed this Interceptor game Here are his 'rather brilliant tips' on the last six screens.

THE CAVE

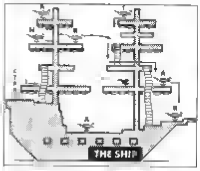
Jump on to platform 1 and jump again to get the A Jump to platform 2 and then 3 and wait by the ladder until the genie is right beside you Rush up the ladder and jump onto the A Fall down go to platform 4 and jump across towards the I Walk down to 5 then to 6 and 7 then jump to 8

Wait on platform 8 until the genie following you is right by platform 6 Jump all the way up to the platforms Jump up to 10 Jump up to get the R, walk off and walk to I

From there jump to 11 along to 2 Jump to 3 and wait by the ladder for the genie Then do the same again except that when you get to 7 walk down to get the B

Jump up onto 8 and up two more platforms then onto 5 Jump to get the I walk back down to 7 Jump up the platforms to get to 9 onto 10 Jump up and onto 12, jump onto the A and fall onto the N Phew!

Oh yes! Beware of the other three genies as they can fire in four directions



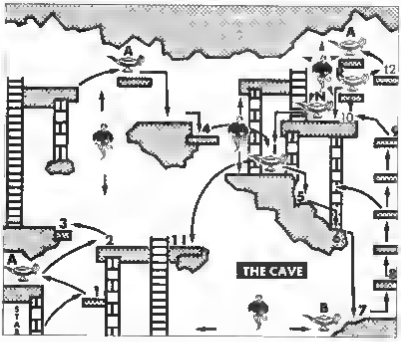
THE DESERT

Fairly easy Try to stay on the far right to avoid arrows and beware of the other flying carpets

THE PALACE WALLS

Run along and climb up the first ladder Jump across to get the A and jump over the guard To jump the guard however you must get as close to him as possible without falling off the wall Jump across to the big ladder climb all the way up and get the R and the A.

Jump across and down the ladder to get the B Jump towards the N jump across to get the I and climb down the ladder to get the A Climb back up the ladder



ADVANCING

The remarkable Spectrum arcade adventure *Avalon* was criticised by our panel on grounds of playa the pre-production copy we received was defective STEVE TURNER of Hewson Consultants has p which will allow you to submerge yourself in the game's many intricacies

Use of back doors

These are the easiest to use especially when you are in trouble To open the door approach in line with the centre or towards the handle Retreat or bounce off to allow the door to open Keep on the same line to pass through the door

You will find you can always avoid closing the door The door frame virtually grabs you and pulls you through if you approach it slowly

You can brush the edge of the frame away from the hinge the door frame is in fact three characters long while you are only counted as one character wide It is the centre of the wizard that triggers things Therefore it doesn't matter how big the wizard is drawn!

Use of side doors

These are slightly harder to cope with until you know the tricks The thing to remember is to avoid bumping into a handle – then the door won't close (Unless a goblin reaches the handle first)

To be safe approach the door with your shadow at the level of the front door frame The door is actually twice as wide as it appears to be

Another successful technique is to come in at an angle although I find this easier with keyboard control than with a joystick

Finally you can deliberately miss the door and keep going to the edge of the screen When you hit the wall keep the joystick over but go up as well and you bounce up the wall to the door This method takes longer though it is useful to know if you miss the door

Go through doors really slowly – they will pull you through



RABIAN NIGHTS

Jump across down the other ladder and get the N Beware when climbing up and down ladders as the boulders pass over these when falling Also beware of arrows and the barrel

THE PALACE GARDENS

Get the first A jump onto the ladder and wait for the arrow to go Go down the ladder and fall onto the R Jump onto platform 1 and wait until the genie fires If his bullet is heading your way jump up and wait for his next shot If not, run along and climb up the rope ladder

Collect the A move back down the rope ladder and climb the ladder at the bottom of the tree Get the B go down the ladder and then up the rope ladder Wait at point 2 for an arrow Jump it and then jump across onto the 1

Fall down the two platforms down the ladder and climb the rope ladder for the A Go back down the rope ladder for the A

INSIDE THE PALACE

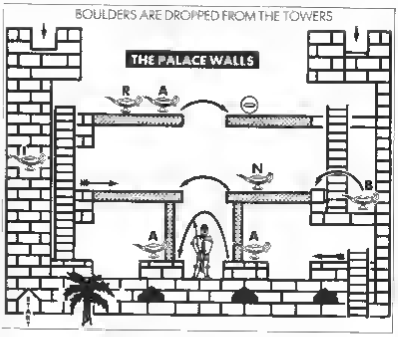
Run along collect the first A and go up the ladder Jump onto platform 1 and collect the R Run along and jump up onto the platform above the archer (there is a letter A by the archer Ignore this – it is a trap)

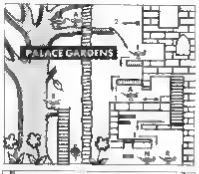
Jump across and climb up the ladder Next you must jump the gap and run across towards the cannon Timing is crucial here It is best to go when the cannon has just fired and the barrel has just fallen down the gap

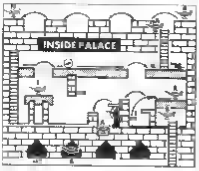
Jump across go up the ladder and collect an A Next go down the ladder and retrace your steps to the B Then go back to the second ladder climb it and fall onto the 1 Walk off that platform go up the ladder run and jump along and finally get the A and N Beware of arrows

THE FINAL SCREEN

Exactly the same as screen four except there is a Ruc instead of a flying carpet.







MINI TIPS

Don't be a potty pigeon

Gremlin's CBM 64 game *Potty Pigeon* brings in some tips from Wilham Sargent of Richmond, Yorkshire

[illegible]

Keep low over car rooftops the birds only stay at a certain height When returning to the nest wait for the birds to get to your height Then increase speed and fly past them

[illegible]

On the later levels wait for the ferret to pass (as you can t kill this) Wait for a gap in the traffic and very very quickly whizz down and back up

AVOIDING THE SPARROW

The chasing sparrow appears from level 2 upwards and is quite a nuisance as it moves down the screen as well as across It also follows you and knocks the twigs out of your beak

All you have to do is constantly bomb it as it will rise to the top of the screen and this will give you time to get safely to the nest

Smashing the Fortress

Fortress is one of the meanest shoot em-ups around on the Beeb Here are Rupert Sadler s tips

1 *Go down* as soon as you get off the wall to try and get the first bid dump

2 *Keep to the extreme left* so you can t be hit only nipping out to get the fuel dumps

3 *Planes* rise and swerve to the left firing all the time and you should hit them Come down immediately when it blows

4 *Force fields* keep firing Start at about ¼ height and rise slowly As soon as your bullets pass through the gap level out and you should get through

5 *The Fortress* keep low firing rapidly at the plane and the body guards Then fire very rapidly to hit it four times before you pass If you miss it get ready for the next one which will appear just to the left of the centre

GAT AVALON

playability – but it appears has supplied us with tips

Magic with Merac the Wizard of Avalon



Release the joystick as soon as you are through If you don t like the look of the room it is simple to retreat Leave doors open for a fast exit route but shut them to delay goblins

Goblins

The golden rule is Don't panic They are very slow and a bit stupid In a large room you can dodge them as long as you want The goblin swordsmen and axe men always head towards you Lead them away from your exit to a corner of the room and you have plenty of time to escape If they do catch you and close the door DON T PERSIST – retreat lead them away and try again In a small room escape in two stages t Lead them away from the door and open it by running past 2 Lead them away then exit

Lose goblins by using tunnels or going through two doors quickly It is possible to lead goblins and lock them in a room if there are two doors close together

Spells

These were never intended as an instant method of escape Imagine a bumbling old wizard trying to find the spell and read it out of his huge book – not really on

Retreat to a large room if you must fire a spell when a goblin is following Use spells sparingly and only when you really need to

If something you want is being guarded fire freeze BEFORE entering the room then go in and get the object

Learn the layout of the game so that you don t disturb the goblins unnecessarily Never lead them to your start room Goblin swordsmen are afraid of magic so firing any spell makes them panic This is useful if you can t find move when being attacked

Learn the useful spells before an emergency Fast scroll to approximately where the spell is and stop Then scroll one spell at a time to reach the spell

Awesome Ancipital action

Gary Penn of Berkhamstead was one of the first to get 100% on Ancipital (October 10). He sent us a mini map, a mega map (unfortunately, too big to print) and tips on each of Ancipital's rooms. Here's a selection of them

When you first play the game get used to the control of Ancipital Try to go through every room and map it out. Once your map starts to form plan yourself a route that is convement for you to acquire the keys and goats easily

I feel it's best to go straight for the goats and keys rather than to attempt every room in sight – treat it as an adventure Once you have the power you can go back and finish what you have left

DON'T open too many walls because once you have the power you can go back and get strength when you like

DO keep firing at open walls as I find that it seems to weaken walls beyond them

DO wait until your strength is fairly low (5 or 6 units) before you open up extra walls as you only waste the strength they provide

FRUITFUL. Try to spray your bullets around by moving side to side very quickly Kill everything that moves and get those brown apples

HOT TODDY You really do have to shoot those bottles one helluva lot

SHRAPNEL. t usually do this when I have the power by simply avoiding the boot but DON'T shoot the boot Avoid the shrapnel given out by the exploding walls

DANGER. Keep moving' Once the diamond lorms under you it knocks lots of strength off Keep firing at the guitars and jump a lot That's the best I can offer for this room but it works'

NO SMOKING As you enter this room pull up your stick to put you on the top wall (useful thing to do on most screens) Fire walk along get key jump to right hand wall about one quarter of the way down and blast When the time comes jump down then right

WHICH BEAST? The goat. Which after much thought did seem very logical Once you've entered this room walk to near top of screen and jump down (This is to avoid hitting anything other than the goat) Once at the bottom wait for the other animals to descend and when the goat is above you shoot once It you hit it sit back and let it do its work

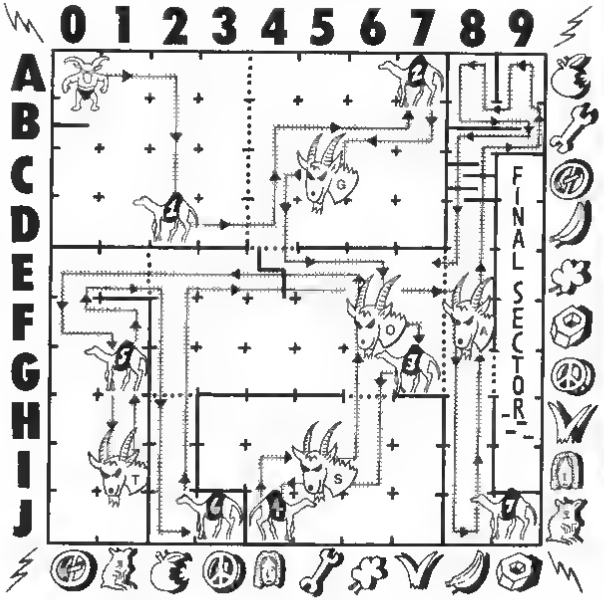
FUMS UP' Nasty this one' Shoot the bleating heck out of the sheep Avoid pyramids Get on opposite wall to the one to be opened Pull up as you enter this room Collect key here

? This screen had me loxed lor a while but I sussed it when I saw the dot at the top of the screen hit it (with myself). found I rapidly lost strength and I pulled away On pressing H I saw the invisible camels had left the gate and gone to the dot.

When the camels have gone jump through the gate and it will break the wall you jumped from

1st PHAGORIAN Get to the left wall about two thirds of the way down Go down a bit to get the key then back up to the previous position When the Ancipital above is away from you move up and shoot him

Have fun



MINI TIPS

Tips for TLL

Michael Aherne of Glasgow gives advice on the Spectrum game from Vortex.

1 Remember that the screen wraps around

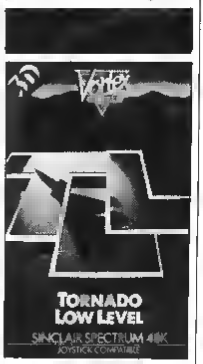
2 The plane moves down a character space when it wraps after moving from left to right (i.e. wraps from the right of the screen to the left) and up one when it wraps after going from right to left When it goes vertically though it stays on the same line

This can be useful for targets on the water (where you can't circle round to get them) as you either go one space up/down from the target with your shadow

Wrap in the right direction and dive to get the target and then go up again to full height to get your bearings right

3 Try to go low level as much as possible to get five points per pixel of your fuel gauge If you go low level with your wings back you will get 7 points for every pixel your fuel goes down

4 If you get all five targets and have more than one lift left don't bother landing – just crash You will go back to the runway and your time will go back again and you will have three lives again





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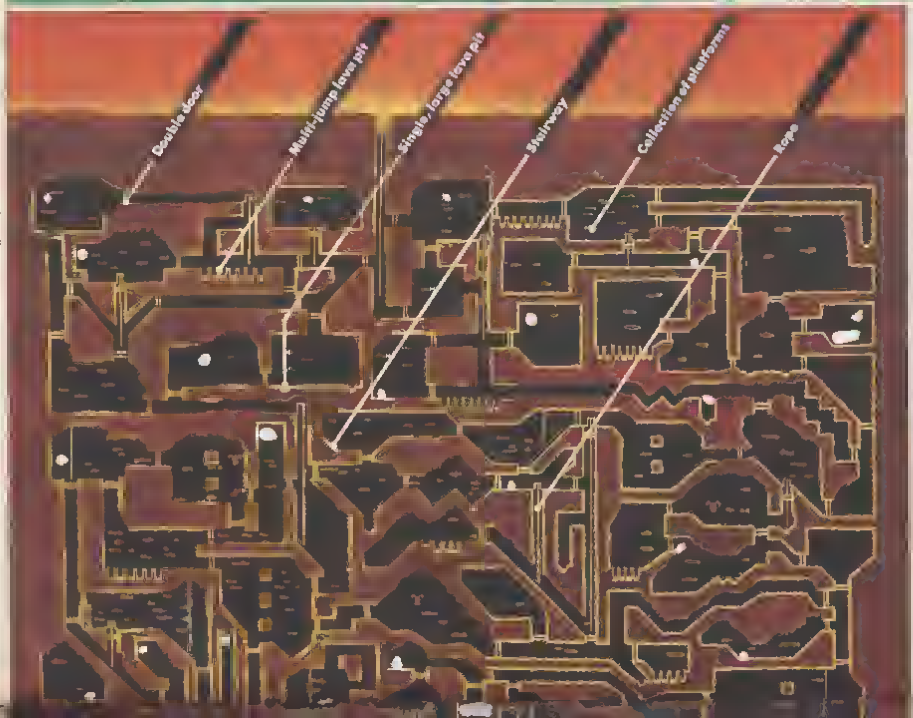
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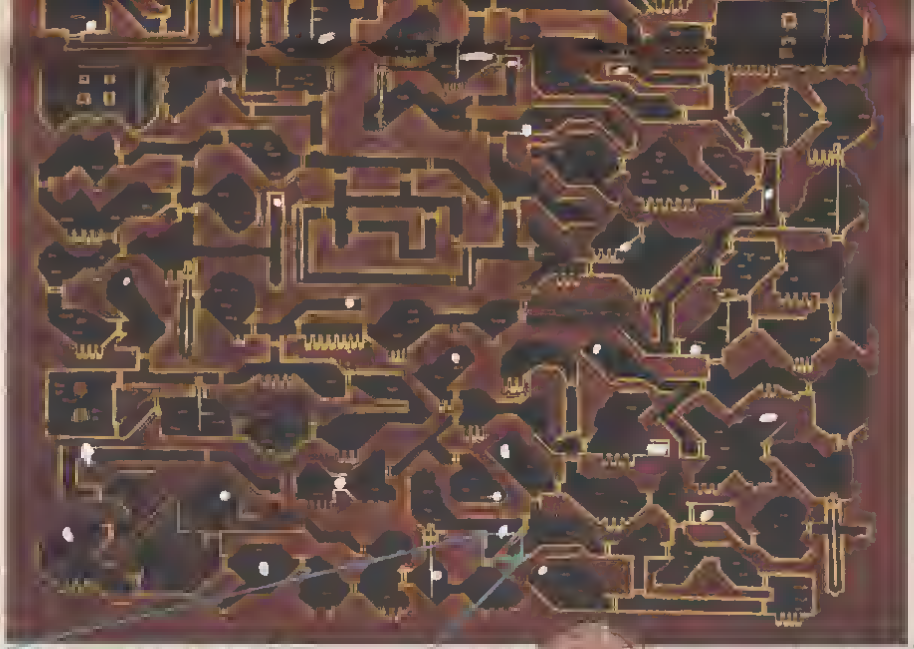
WURLDE


KEY
A B C D E F G H I J K L M N O P
25 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52

QUO VADIS: THE MAP









The prize A specially made sceptre

PLAYING TIPS

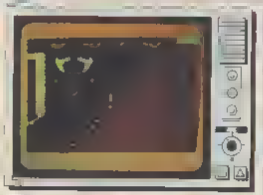
1 To jump off ropes accurately, hold down the fire button and move the joystick until you are firing diagonally upwards to the left or right. Now release the fire button and you will jump in that direction. This technique – using the fire button – is also useful in making accurate platform leaps. Note that there are three different ways to leave a rope you're on.

2 To jump onto a rope, jump at it and then immediately release the joystick to a central position.

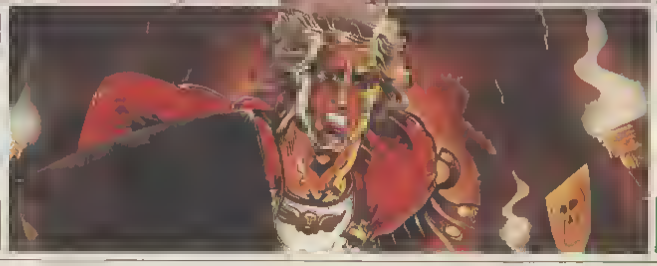
3 Work out a suitable tactic for each set of monsters. In many positions it is possible to destroy them a few at a time by taking pot-shots and then immediately retreating inside a double door. But in some caverns the safest technique is simply to make a run for it.

4 Mark as many treasure chests as possible on the map and then plan a sensible route so that you can use them most efficiently. It's usually wasteful to pick up a treasure chest if your energy is still fairly high.

5 To clear the single large lava pits you must move to the very edge (tapping the joystick as you get close). Then use the fire button technique to get your joystick angle right before actually jumping. Clearing the multi-jump lava pits is simply a matter of ensuring that you jump from the FAR side of each platform – you will have to retreat a step or two after each jump.



A single screen – the map is 22 screens wide by 46 deep – a total size of 1012.



The extra riddle!

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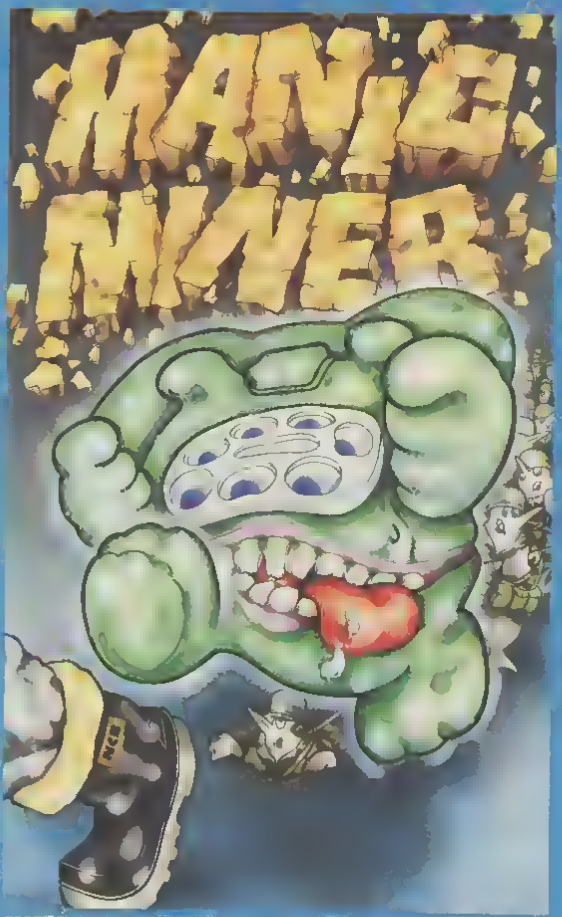
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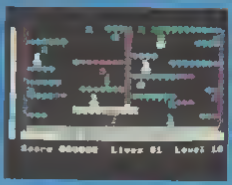
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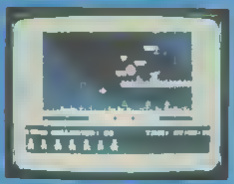
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The above screens are from the BBC version.

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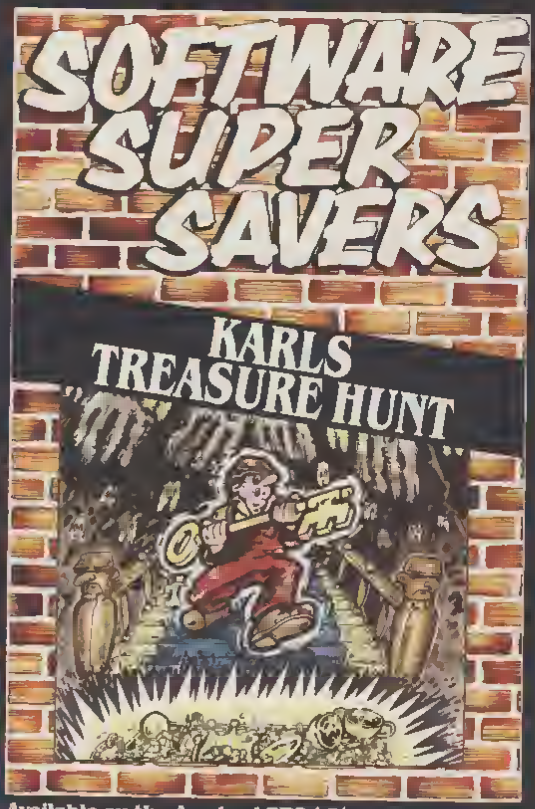
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NOTE WE HAVE MOVED TO NEW PREMISES

THE FINAL CONFLICT



CALM BEFORE THE STORM

And on the Seventh Turn of the Final Conflict the players stood back surveyed the Map cast their votes and decided to take a rest! Apart from two minor skirmishes there were no new offensives and no countries changed hands

But don't be deceived! Conflict Observers are all agreed on one point – that this turn is the lull before the storm The Union has held back and reinforced Fargrim Norland and Charg These three countries between them form the Union front line and together they wield a terrifying 148 armies

Yup there ain't no doubt about it – when those Union warlords give the marching orders there s gonna be hell to pay If you can hear a strange drumming noise in your ears it s not thunder it s the sound of thousands of Federation and Dominion knees knocking together in Aberstrof and Vindrish as these two powers await the Union onslaught that must surely follow

But they re not all trembling in Aberstrof – the Dominion has a massive force of 56 armies to resist the Union attack Doubtless blood will be spilt in the near future but a lot of it will flow from Union veins Those Dominion armies know how to fight!

Up in the North the Federation sensibly built up its reserves in Vindrish Again this is a country threatened by Union expansionism in the form of an attack from Fargrim With 39 armies to Fargrim s 44 however Vindrish is safe for the moment The Federation lives on!

The only signs of impatience this month came from the Commune now confined to the West who carried out two abortive attacks on Upland (hastily reinforced by Knephet) and Jorlon (supported by Iskrand and Lorilon) This petulance lost the Commune 20 valuable armies

Next month s moves will almost certainly be crucial The lull is over – the storm is about to begin!

This month's moves

The following orders were carried out by each country as decided by your votes

UNION

Norland BA Pugrosh RC Quithlin RP Tigron RF Warrish RD Yinkan RC Charg BA Dweria RN Fargrim BA

FEDERATION

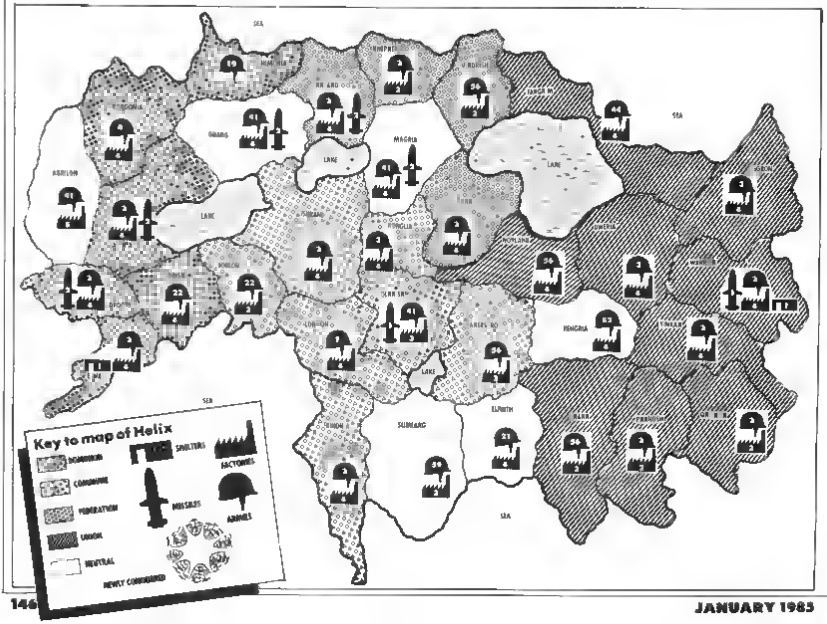
Knephet RU Upland BA Vindrish BA Zorg RV

COMMUNE

Borgonia RH Calyria BM Droom SF Elmet SF Forish AJ Himonia AU

DOMINION

Iskrand RJ Jorlon BA Lorilon RJ Olgrish BA Rorglia BA Aberstrof BA Bikonia RL





Move 7 is our nationwide war-game

WAR LORDS these heroic people submitted the best votes. Their voting strength will go up by the number of votes in brackets

DOMINION Chad West Walsall (100) Robert Compton Basingston (80) Ashley Rayner Broadstone (80) Mark Smith Barmingham (70) David Al Davi Coventry (70) Matthew Fletcher Chipping Norton (70) Scott Young Glasgow (40) Eric Birchell Eastbourne (40) Alan Leask S Queensferry (40) Paul Older Great Wakering (40)

UNION C E Woog Plymouth (100) Colin Free Marden (90) Stephen Hatherley Sidmouth (90) Mark Caprioli Bournemouth (80) Alan Pritchard Royston (80) Duncan Edwards G Yarmouth (80) D May Chiswick (40) David Ward Wallsend (40) G M Pallinger Dundee (40) R Brooks Lichfield (40) Ice Marston Tillercay (40)

FEDERATION H J Judd Ipswich (100) Joe Ferrar Finsbury Park (100) Darren Taylor S Benfleet (100) Leslie Konarth Manchester (100) Mark Roberts Needham Market (100) Mike Gardner Theydon Bois (100) Jon Filkins Kingston upon Thames (100) Richard Wright Birmingham (100) Mark Hopkins Redditch (20) Lawrence Wilson Newcastle upon Tyne (10) P Legg Sndbury (10) Peter White Barnsley (10) Michael Knight Chislehurst (10) Ralph Dolan Spalding (10)

COMMUNE Clive Young Luton (100) Alan Halliday Stoke on Trent (90) Adam Byrne Canvery Island (80) Martin Clarke Sunderland (70) Michael Bowditch Yeovil (60) Jane Halliday Stoke on Trent (50) Donald McGowan Dundee (40) Roy Wannell London (40) Stefan Lipiec London (40) P Mardeville Bognor Regis (40) J Pickering Ilford (40) Alec Robertsnn Barking (40) Andrew Look Dartford (40) Gary Dytham Rugby (40) L Wilks Plymouth (40) Neil Fennice Formby (40) Colin Evans Liverpool (40)

How the game works

On the far off planet of Helix, four superpowers are at war
- The Union of Goliathic States
- The Korkian Federation
- The Commune of Margrand
- The Lorkonist Dominion

Each of the four powers controls a certain number of the planet Helix's 32 countries. Their aim is to capture more territory and any power which manages to gain control over more than half of the planet (ie 17 countries) wins the game.

PCG readers playing the game are allocated to a superpower. They must then decide how each of the countries controlled by their power should move and vote accordingly. The possible moves are:

BUILD ARMIES
BUILD MISSILES
BUILD SHELTERS
BUILD FACTORIES
SUPPLY (another country)
REINFORCE (a neighbouring country)
LAUNCH (missiles)
ATTACK (using armies)

After the votes have been counted by the computer the moves which received the most votes are acted on. Once all four powers moves for each country have been worked out the computer uses the game's detailed rules to calculate the result.

Most exciting of all, however, is the election of the war lords. Each month the computer will nominate those players from each superpower who suggested the most effective policies. War Lords will have their names printed in the magazine and, most importantly, will have their voting strengths increased for future games.

WONG GETS IT RIGHT

This month saw a definite trend towards consolidation rather than territorial expansion. A number of Dominion warlords, however, realised the promise of pushing south east from Aberstrof into Charg to prepare for a back door offensive against the Union.

Gordon West of the Dominion (whose entry arrived with 3 other West entries from Nicholas, Mark and Tracey) walked off with 100 extra votes for spotting this opportunity and following it up with a sensible reallocation of forces. Robert Compton received 90 extra votes as a reward for similar opportunist expansion.

Big scorers for the Federation included Darren Taylor, who now wields 216 votes and Haydn Judd (156). These two were among the eight warlords each receiving 100 extra votes for realising that the essential priority was to pull out of Zorg, reinforce Vindrish and strengthen Upland.

Clive Young was the only Commune player to walk off with 100 extra votes which he got for some inspired strategic thinking although his attack on Upland wasn't such a good idea as it turned out. His suggestions are perhaps worth studying — he voted Borgunia RH Calyria RB Droom RC Elmci SF Forish BF (very sensible) Himonia AU.

C P Wong took this month's Union honours for a truly brilliant plan involving complex supply chains that would almost certainly have resulted in the prompt collapse of a neighbouring superpower. In the interests of public safety, however, his votes must remain a secret.

Attention all players...

Tight printing deadlines and postal delays over the Christmas/New Year period would have necessitated a votes deadline of December 14th giving most players only two days in which to vote.

Since the next round is likely to be a crucial one we felt that this was cutting things too fine. To get round the problem we have decided to hold off printing the results of the next round until our March issue (which will be in the shops on February 14th).

As a result of this extension, players now have until January 4th to get their votes to this office. Please note that the Votes Hotline will NOT be in operation over this period.

Final Conflict — How to vote

First of all write down the list of countries (IN ALPHABETICAL ORDER) that your power controls. Different superpowers control different numbers of countries so some of you will not need to fill in all the lines in the form.

Next enter your votes for each country. Each vote is made up of just TWO letters. For the Attack, Launch missiles, Reinforce and Supply orders you use the letters A, L, R or S followed by the first letter of the country to be attacked, supplied etc. So to vote Attack Dwenia you would write AD. The other possible votes are Build Armies (BA), Build Missiles (BM), Build Factories (BF) and Build Shelters (BS).

Final Conflict Voting Form

Name _____

Address _____

_____

Membership code _____

Country	Vote
1.	
2.	
3.	
4.	
5.	
6.	
7.	
8.	
9.	

Post this form to Conflict Voting, Personal Computer Games, 62 Oxford Street, London W1A 2HG. All votes must arrive by first post on **4th January** – earlier if at all possible.

Final Conflict Entry Form

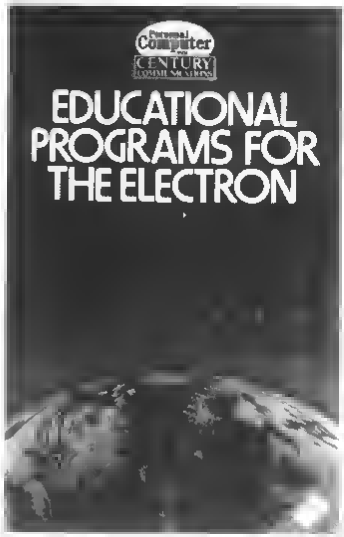
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ARCADE

Bob Wade's view of the coin-o

THE DEFINITIVE

Julian Rignall gives us the low-down on how to score the toughest, arcade

Tips for beginners

Ship control is a daunting prospect for the beginner with up down and reverse under the left hand, fire thrust and smart bomb under the right and hyperspace in the middle – essential for emergencies

Pressing fire and thrust simultaneously gives you a reasonable speed... whereas holding thrust down moves you much too fast You also need to practice fly ng low where most of the action takes place

Hyperspacing to another area of the planet should be used only in cases of imminent death since there is only a 50/50 chance of survival

The scanner which provides a miniature representation of the planet is vital to refer to so that you are never surprised by aliens hiding off-screen Each of six aliens have different colours which can be spotted on the scanner and all of them can destroy you

Sombers are purple boxes travelling in groups laying mines across the screen The star-like and seemingly harmless Pods explode when hit into lots of little red Swarmers

These swarms can be spotted on the scanner and dodged so that you can quickly reverse and follow them, firing rapidly If they get half a screen ahead though they will turn around and start firing again Repeat until massacred

Baiters are fast moving green aliens who appear if you've spent too long on a wave and home in blasting quickly Thrust away and turn than rake across them with bursts of fire moving in the opposite diagonal direction to them

Landers are most important since they steal your humanoids lifting them to the top of the screen to form mutants

CIRCUS CHARLIE

Charlie has six different circus acts to complete in his quest for money and points, as he strives to cover the distance across the ring in each act

Act one Charlie boards the back of a lion and has to jump through hoops of fire and over burning pots to get to his goal.

Act two A monkey infested tightrope is next and he has to leap over scurrying brown and purple apes as he wobbles along the thin wire.

Act three Charlie will be getting giddy by now as he has to bounce along trampolines, avoiding fire eaters' flames and knife throwers deadly cutlery

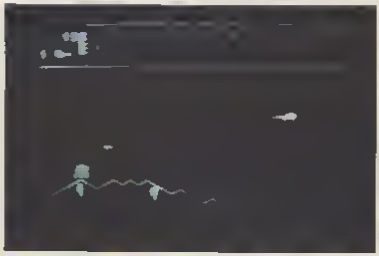
Act four You will need your balance back here as you perch on the top of rolling cylinders and jump between them

Act five Back to the animals and from the back of your horse you must bounce off springy platforms to land back in your saddle

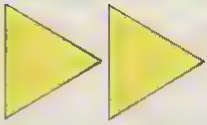
Act six The toughest of the lot as you time your swings from one trapeze to another using the occasional trampoline and flying companion to help you along

You can start at any of the acts but they are all pretty difficult. It falls into the category of cute games and is very playable despite that

Happy bouncing!



Save the humanoid by shooting the lander



FIREFOX

Many thanks to Datel Electronics who allowed us to try out selected games over a certain period



ANGLE

scene – reviews and playing tips

DEFENDER TIPS

big at *Defender*– one af the original, and still one af games around.

These green and white monsters are dealt w th in the same way as the ba ters or by oseillo ting at the top of the screen, zap ping as they approach

Captnred hnmanoids can be rescned by shooting the lander If they are less than an inch from the ground yon can let them fall to safety If they are fnrther oway you will have to catch them which will earn you a 500 point bonus If you can then return the hnmanoids to earth a further 500 points are yonrs

All aliens ond humanoids can be shot bnt smart bambs will destroy everything on screen except hnmanoids and need to be used only when totally ont-numbered

Advanced tips

Once competent use the scanner for locating tronble spots where londers are stealing humano ds This is essential since loss of all yonr humanoids will make the planet explode ond the landers mntate This leaves yon in space w th hordes of mntants nnt I you get o new planet and hnmanoids every fifth wove

In a space wave you shonld thrnst right to the pods and smart bomb these and the accompany ng mutants Thrust left to the waiting group of mutants and smart bomb them as well This leaves only a few aliens and shonld be repeated till you get o new planet

When low on hnmanoids let landers pick them up and rescue them and carry them as yon finish off the wave Beware though baiters will appear earlier than normal

Conserve smart bambs for nse only on three or more Pods when yon are travelling slowly so that swarmers don t escape or if a londer is steal ng your last humanoid and you can t reach it

Expert tip

Between 990 000 and 999 975 points everyth ng yon hit earns an extra ship and smart bamb Shoot landers mntants bom bers and swarmers but not pods as these are worth 1 000 each and you should wait for baiters which ore only worth 200 These extra sh ps will have to last yon after you ga aronnd the clock until 500 000 so every one is vital

Good lnck w th one of the all time great arcade games

STAR FORCE

Thrs is a grand game ol the nmdless zapprng variety and I loved every mrnute of it

Yon have a spaceship which can move anywhere on the screen while the background scrolls downwards beneath you On this backgrond appear space islands with ground sa tallations and alien craft to be zonked by your dual firing laser

Il that all sonnds lamiliar you re right – bnt rt s all good fun The alrens come in zones identified by Greek letters at the end ol which you have to shont the letter a nnmber of times to complete the sectron

The alrens are usnally obli gingly easy to blast and the fire button takes care of both gronnd and arr targets The best policy is constant movement and a raprd hammer on the fire bntton hardly taxmg, but great fun

●

RETURN OF THE JEDI
THE EMPIRE STRIKES BACK

I t they ever f nish the nine part Star Wars adventure on film it looks like there will be a video game named after each one Oddly enough though they are still mixing their usage of machines with *The Empire Strikes Back* being an the Star Wars vector graphics machine while *Jedi* is on a Rastor scan machine with the more conventional pixel graphics

Empire has three sections starting with a stage where you have to shoot robots and their message capsules thet will otherwise alert the Empire to the rebels presence on the planet Hoth If the four part transmission s completed you face the two types of Imperial walker and you have to blast them through their gunports or br ng them down with a tow rope After this come the tie fighters which swoop and zap away at you

This is a good old vector graphic 3D blaster and *Star Wars* fans will love it *Return of the Jedi* is a new step graphically for the *Star Wars* team but is nothing amazingly special to the rest of us It comes in three stages the forest space ond the deathstar

The forest has you on a speeder bike scrolling Zaxxon-style up ta the left while being pursued by Imperial speeders You can shoot them bump them ram them into trees or lead them into the Ewoks' rope and log traps

This simple scenario is repeated in the second stage where trees are replaced by pillars and the bikes by tie fighters You deal with them by shooting or crashing them The easiest way to deal with both these stages is to accelerate forward leading the enemy into traps or by dropp ng back quickly so as to blast them from behind

All in all *Jedi* is a trifle disappointing and *Empire* merely takes a successful formula and reuses it

I ROBOT

We re really rnto some heavy zapprng this month wrth the cute characters and subtlety taking a rest as the blastrng brigade get a workout

I Robot feat nres some of the most amazing computer generated graphics you can see in an arcade There are two stages to the game the first being a 3D colour the sqnares game and the second a 3D space shoot em up But to describe the game as just that is unfair because the 3D is truly awesome and is packed with computer generated mathemat ical shapes which spin and roll amazing paths across the screen

Yon control a little robot wha trnndles aronnd on a spike or flies through the air with his arms stretched ont ahead th the first stage yon are faced with a sus pended platform network on which there are a nnmber of red sections Birds fly toward yon and ahead of yon is a strange pyramid with a flat top on wrrch an eye appears and turns red occasionally

As you jnmp from one platform to another you can be destroyed either by colliding with a bird or by jumping when the eye is red While filling in squares the game helps you by indicating squares yon can jump to by making them flash Finally yon can jump to the pyramid and destroy the eye somersanlting yourself to its once exalted position

The action can be viewed lrom either a high or low angle the latter getting you right in amongst the scenery bnt sometimes block ing your robot ont

A 3D shoot em np comes next and yon launch yourself off the pyramid into a mass of geometric objects which you have to blast your way through If yon snrvive it s onto a different layout of red blocks

On each colour changing stage there is a teleport which you can use to take yon to any of the other layonts and on one space section you have a fantas tic rotating head which spits spikes from its month

The graphics are definitely the most incredible thing abont the game – the makers have recog nised th s and pnt in a special dou ble option so that you can play aronnd with the whole char acter set Not the most addictive game I ve seen but certainly the most pleasing to the eye

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GOOD BUY

This is the section which lists the games we think are worth buying. It's carefully updated each month both to add the best new releases and to remove games which have been overtaken by better products. In order to save space we've split the lists for some of the more popular machines in two and will be printing alternate halves each month.

Judging from your comments these lists proved extremely helpful to a lot of people who were overwhelmed by the vast number of programs on sale. The fact is that while many of the games on the market are excellent others you'll get bored with in minutes.

So save yourself a lot of bother and get the most out of your money by referring to the Good Buy lists. All of the games here are heartily recommended by the PCG team. You won't find any seven day wonders here – we know what makes a great game as real lasting interest so we only list the ones that'll keep you at it for hours and hours.

Finally if you're new to computer games here are our potted explanations of some of the types of game and other terminology you'll find in these pages.

GAMESPEAK

● ADVENTURE A type of game growing in popularity in which to get things to happen you have to actually type in short instructions instead of just pressing a key to go left or right. Usually the idea is to explore a series of locations to try to complete a task such a finding treasure. Adventures usually proceed at a slower pace than arcade games and their appeal is to do with brain power rather than finger power.

● ARCADE GAME Any game where you use the keyboard or joystick to directly control the movement of an object or character on screen. The vast majority of computer games are arcade games. But the term is also sometimes used in a more limited sense to mean a game which has appeared in the amusement arcades.

● ARCADE-ADVENTURE An arcade game in the sense that you don't have to type in instructions but one in which you have to explore different locations to achieve your goal. Examples: [illegible].

● ANIMATION Movement modelled on a cartoon in which the example characters walk moving their legs instead of simply being a rigid shape which moves round the screen.

● ASTEROIDS Early space game in which you destroy asteroids using a highly manoeuvrable craft.

● CENTIPEDE Game in which a centipede snakes down the screen and splits up when you hit it.

● DEFENDER Fast-moving space game in which your ship battles human-stealing landers and many other aliens against a scrolling background.

● DONKEY KONG Climb ladders and jump over obstacles as you attempt to rescue the damsel from the nasty ape.

● FROGGER Game where you guide the frog across busy roads and treacherous infested rivers.

● GALAXIANS Classic space shoot 'em up with descending aliens wheeling and swerving as they attack.

● HIGH-RES GRAPHICS Pictures drawn using small coloured dots rather than larger blocks.

● MISSILE COMMAND An arcade game in which you protect your cities from bombs by laying a protective covering of missile fire.

● MULTI-SCREEN Refers to games in which there are different tasks for you to perform each depicted by a different screen picture. *Manic Miner* is a classic multi-screen game.

● PAC-MAN Enjoyable maze game – gobble dots and steer clear of monsters. Eat power pills to get your own back.

● PENGY Arcade game in which you slide ice blocks and use an electrified fence to kill snow bees.

● PLATFORM GAME Any game which involves leaping around a series of platforms as in *Dallas Quest* or *Manic Miner*.

● Q*BERT In this game you must colour the blocks in a 3D pyramid while avoiding vicious springs and monsters.

● SCRAMBLE Arcade action in which you pilot your ship over mountains and through caverns avoiding missiles, meteors and other nasties.

● SIMULATION A type of program which tries to represent some real life situation such as piloting an aircraft.

● SPACE PANIC Frantic game in which you run around platforms digging holes for monsters to fall into.

● STRATEGY GAME Typically these games put the player in a position such as commanding an army or ruling a country. You are presented with maps and statistics which you use to make decisions which the program assesses.

SPECTRUM GAMES A-J

TITLE	MEM REQU	PUICE	SUPPLIEU	COMMENT
American Football	48K	9 99	Argus P ess	Gre s mulat on of th e bone crunch ng game
Atic Atac	48K	5 50	Ult mate	Ref ul g and invent ve arcade adventure
Buggy Blast	48K	5 95	F teb rd	Exc t ng off stage 3D shoot 'em up
Castle Blackstar	48K	6 50	CDS	Text only adventure in the grand tradition of *Colossal Cave*
Chuckie Egg	48K	7 90	A&F	Frantic multi level game w th deadly ducks
Combat Lynx	48K	8 95	Durell	Complex and demanding game piloting helicopter over 3D battlef eld
Dark Star	48K	7 50	Das gn Design	Compell ng mixture of strategy and action in deepest space
Deathchase	16K	6 95	Micramega	Exc t ng 3D motor-cycle chase with superb graph cs
Fantasia Diamond	48K	7 95	Hewson Consultants	Excellent text/graphics adventure w th interact ve characters
Fighter Pilot	48K	7 95	Dig tal Integrat on	Marvellous s mulat on w th combat features
Football Manager	48K	6 95	Add ct ve Games	Take your team through the league in engross ng s mulat on
Jet Set Willy	48K	5 95	Software P ojects	Explore the huge mansion in spark ng arcade adventure

COMMODORE 64 GAMES A-P

TITLE	PUICE	SUPPLIEU	COMMENT
Boulderdash	8 95	Sta esoft	H ghly add ct ve game o [illegible] ng ewe me rocky underworld
Cl ff Hanger	7 95	New Generation	Cleve funny and d ff cult cartoon sty e c t on as you try to polish off your enemy



Good Buy

Colossal Adventure	9 90	Level 9	Tradit onal text only blockbusting adventure w th over 200 locat ons
Decathlon	9 99	Activ sion	Exhaust ng and realistic athletics s mulation Heavy on the joyst ck
Forbidden Forest	8 95	Audiogenic/Centresoft	Terr fic atmosphere as you fight your way through a monster infested forest
Heroes of Karn	7 00	Interceptar	Slow graph cs but worth wa t ng for n th s adventure w th interact ve characters
International Soccer	9 95	Commodore	Superb soccer s mulat on on cartr dge
Lazy Jones	7 95	Terminal	Lots of laughs and 15 different games in th s dee hotel
Poster Pastes	6 90	Taskset	Very original and addict ve game as you struggle to get those poste s out

VIC 20 GAMES A-M

TITLE	MEM REQR	PRICE	SUPPLIER	COMMENT
Bongo	16K	7 95	Anirog	Mult level game with ladders and girders
Chariot Race	Std	6 95	Micro Ant cs	Th ll g race-game set in ancient Rome
Defender	Std	14 95	Atarisoft	Good and fa thful vers on of the arcade class c
Jet Pac	8K	5 50	Ultimate	Use your jet powered man to avoid the ol ens and assemble the rocket
Mega Vault	Std	5 50	Imagine	Good graph cs and gameplay as Fred flies the ev l Docto

BBC GAMES A-M

TITLE	PRICE	SUPPLIER	COMMENT
Blagger	7 95	Alligata	Multi level platform game w th a multitude of objects and obstacles
Chuckie Egg	7 90	A&F	A fantast c multi level game featur ng deadly ducks
Colossal Adventure	9 90	Level 9	First of a series of text adventures w th 200 locations
Elite	14 95	Acornsoft	Biggest and best 3D space game ever
Fortress	8 95	Pace	A brill ant vers on of the 3D space game *Zaxxon*
Frak!	8 95	Aardvark	Brill ant graphics in this compuls ve platform game
Greedy Dwarf	9 95	Goldstar	Excellent text-only adventure w th advanced sentence decod ng
Killer Gorilla	7 95	Micro Power	Excellent *Donkey Kong* game w th beaut ful graph cs
Meteors	5 95	Durell	20 screens of nasty problems in class c platform game

ORIC GAMES A-M

TITLE	PRICE	SUPPLIER	COMMENT
Class c Racing	7 95	Sala nd e	Managen ent s mulat on w th great anim ation in the races
Colossal Adventure	9 50	Level 9	First of a series of excellent lo ge text adventures
MARC	6 95	PSS	Rescue stranded sc ent sts in an ginal space ship c ew up
Mushroom Mania	5 50	Arcadia	Smooth vers on of *Centipede*

DRAGON GAMES A-D

TITLE	PRICE	SUPPLIER	COMMENT
Back Track	6 50	Incent ve	Excellent 3D maze-game with a b rd s eye v ew
Bloc Head	7 95	Dragon Data	*Q*Bert* clone an rectangular pile of blocks
Cashman	8 00	M crodeal	Entertain ng and addictive 50 screen platform game lo ed w th
Chuckie Egg	7 90	A&F	Add ct ve multi level game with deadly ducks
Danger Ranger	8 00	M crodeal	Arcade adventure with *Kong* style elements

AMSTRAD GAMES

TITLE	PRICE	SUPPLIER	COMMENT
Code Name	8 95	Amsoft	Excellent cartoon of the 3D space game
Jewels of Babylon	6 00	Interceptor	Text/graph cs adventure with 100+ locat ons set on desert island
Roland in the Caves	8 95	Amsoft	Help the stranded flea escape from b zarre underground world
Roland in Time	8 95	Amsoft	Ten t mes zones and 53 locat ons in this tertif c platform game

MSX GAMES

TITLE	PRICE	SUPPLIER	COMMENT
Antarctic Adventure	17 95	Konami	Get your peng n through the frozen sc alling landscape avoid ng seals and catching fish
Hyper Olympic 1	14 95	Konami	Four exhaust ng events in this great simulat on
Hyper Olympic 2	14 95	Konami	Second day events in Konami's t ng but excellent sports game



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"I hate this game. I seem to be missing all my favourite TV shows" ADAM BOWLES. *(Poor old Adam)*

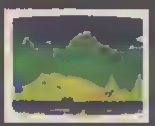


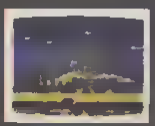
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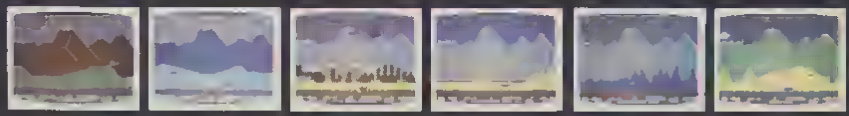
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e £9.95 Club price £8.45

-can Football is a strategic
-lation with fast animated
phics You do not control
dividual players but instead the
ole team responds to your
tructions
the action takes place on the
which occupies the top of the
Beneath the pitch is the
oreboard that gives all the relevant
ormation the quarter he ng
minutes remaining etc This
also where you enter your
mmands Play can be against the
omputer or another opponent
complex game but nevertheless
reat fun to play supplied with a full
uide to American Football and
comprehensive instructions

Ratings 10
Graphics 7
Sound 8
Colour 6
Originality 8
Interest 7
Order code AMEFO

Pool



Machine
ZX Spectrum
16 48k
Joystick
No
Category
Simulation
Publisher
CDS Micro Systems

Price £5.95 Club price £4.45

A really excellent simulation of the game of Pool using the full sound and colour graph cs capabilit es of the Spectrum to bring the action and excitement of the real game nto your home Use your skill and judgement and play like the prpfessionals 1 or 2 player game and demo mode The *only* pool game worth considering for your 16 or 48k Spectrum

Ratings 10
Graphics 8
Sound 8
Co ou 8
Originality 5
Interest 10
Order code POOL

Steve Davis Snooker



Machine
48k Spectrum
Manufacturer
CDS
Microsystems

BONUS £5.45 PRICE

Price £7.95 Club price £6.75

After the ncredible success of

comes Steve Davis Snooker' Apart from h s signature on the cover there are no other signs of interference by Steve but that doesn t in any way detract from the game which is an excellent piece of programming A feature we liked—though t is cheating a bit—is that you can go back and re take your last shot When you ve just sunk the black when you were aiming for the yellow that s a useful feature! Ball control is excellent You have full control over angle power and spin and the movement is really smooth With Currah speech connected the referee makes comments like "Ladies & Gentlemen quiet please or fou plus a few others that are totally incomprehensible All n all this is an excellent simulat on with smooth movement and very controllable ball action

Ratings 10
Graphics 8
Sound 8
Colour 7
Originality 8
Interest 9
Order code SDS

ARCADE SIMULATION

Do you yearn to drive a racing car compete in the Olympics or perhaps stand p nt n hand competing against Eric Bristow and scoring One hundred and Eighty s time after time? If so then you should find an Arcade/Simulation that'll fulfil your ambition—if not n reality then in excitement and fun Here we give a selection of the best—chosen not only for their accuracy but also for added touches like the way the athlete reacts to success or failure n Daley Thompson s decathlon or the scurrying around of the ball boys in Match Point Features like these demonstrate imagination on the part of the author just as much as programming skills

Beach Head



Joystick
Optional and redefinable keys
Category
Arcade
Simulat on
Strategy
Publisher
Access

Price £7.95 Club price £6.45

Beach Head is a potent combination of arcade action simulation and strategy resulting n one of the most exciting and most real stic games currently available for the Spectrum As Admiral of the Fleet you have to decide between a full frontal assault or whether to try a surprise attack sending your fleet down a side channel which may he mined As naval gunman you face constant harassment from enemy fighters as you try to establish the range of the enemy s ships Finally as tank commander you have to fight your way through the enemy held beach If you like action you *must* get this game

Ratings 10
Graphics 10
Sound 10
Colour 10
Originality 10
Inte est 10
Order code BEASP

Chequered Flag



Machine
48k
Joystick
None
Category
Simulation
Publisher
Psion S ncler

BONUS £2.95 PRICE

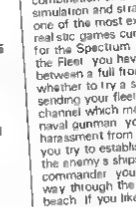
Price £6.95 Club price £5.45

Spectrum Choose from ten tracks including Monaco Brands Hatch and Silverstone and from three cars ane automatic and 2 with manual gearchange Instruments include speedo rev counter and fuel guages As you drive around the 3D track you can see the nose of your car the wheels and steering wheel turning and the road ahead

Very impressive 3D graphics if you enjoy 3D s mulations you must add Chequered Flag to your collection

Ratings 10
G aphics 9
Sound 5
Colour 8
Originality 8
Interest 8
Order code CHEFL

Combat Lynx



Machine
48k Spectrum
Joystick
Fuller
Category
A cade
S mu at on
Publisher
Du el Software

BONUS £5.95 PRICE

Price £7.95 Club price £6.75

Probably the most comprehensive real time battle simulat on available for your home computer Combat Lynx can be played simply as an arcade game or more complexly as an arcade simulation In the air to ground battle you are at the controls of a Lynx helicopter You can select anti tank anti aircraft missiles machine guns or mines to arm your copter with Your mission is to support your ground forces and to protect your ground bases The number of bases depends on which of the 4 skill levels you choose

From the pilot's seat in your Lynx you get a spectacular 3D view of the landscape and enemy troops Around your view panel there are showing altitude temperature speed fuel weapon and navigation information

An excellent 3D game featuring very smooth realistic graphics Recommended

Ratings 10
Graphics 9
Sound 8
Colour 8
Originality 8
Interest 8
Order code COMLY

Daley Thompson's Decathlon



Machine
48k
Joystick
Kempston
Sinclair
Category
Arcade
Publisher
Ocean

BONUS £4.95 PRICE

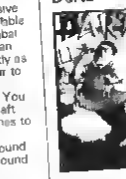
Price £6.90 Club price £5.85

Competing against the computer you are Daley Thompson facing ten gruelling events

On the first day you can choose to compete in the 100 metres long jump shot put high jump and 400 metres The second day s events are the 110 metres hurdles discus pole vault and the 1500 metres In the running events you animate Daley by either press ng two keys alternately or rapidly moving the joystick from s de to side In the hurdles you press the fire button to jump The throwing events requ re a little more skill and timing and a little less finger stamina!! In the long jump after a good run up try to get a take off angle as near to 45 degrees as possible In the high jump judge your take off and the right time to fall w thout knocking off the bar In the pole-vault get the pole as close to 90 degrees as you can and plant it in the right place In the javelin and discus work up a really powerful throw and remember to release it on time! There s a comprehensive on screen score board showing world records qualifying times etc the graphics and animation are good and keyboard play is very responsive Novel touches like the offic als coming out and measuring long jumps the crowd cheering and Daley scratching his head or leap ng around add to the enjoyment of a good game

Ratings 10
Graphics 8
Sound 7
Colour 8
Originality 9
Interest 9
Order code DALSP

Dartz



Machine
48k
Joystick
No
Category
Simulat on
Publisher
Automata

Price £5.00 Club price £4.00

At last—a good simulation of darts for your home computer Aim carefully at the board but take into account the number of pints you've had tonight and the crowd

LOGIC 3

...titude temperature
...weapon and navigation

...3D game featuring
...realistic graphics
...ended

Originality 5
Interest 6
Order code CDMLY

...ey Thompson's
...athlon



Machine
48k
Joystick
Kempston
Sinclair
Category
Arcade
Publisher
Ocean

BONUS £4.95 PRICE

Price £6.90 Club price £5.85

Competing against the computer you are Daley Thompson facing ten gruelling events.
On the first day you can choose to compete in the 100 metres long jump, shot put, high jump and 400 metres. The second day's events are the 110 metres hurdles, discus pole vault and the 1500 metres. In the running events you animate Daley by either pressing two keys alternately or rapidly moving the joystick from side to side. In the hurdles you press the fire button to jump. The throwing events require a little more skill and timing and a little less finger stamina. In the long jump after a good run up try to get a take off angle as near to 45 degrees as possible. In the high jump, judge your take off and the right time to fall without knocking off the bar. In the pole-vault get the pole as close to 90 degrees as you can and plant it in the right place. In the javelin and discus work up a really powerful throw and remember to release it on screen score board showing world records, qualifying times, etc. the graphics and animation are good and keyboard play is very responsive. Novel touches like the officials coming out and measuring long jumps, the crowd cheering, Daley scratching his head or leaping around add to the enjoyment of a good game.

Ratings 10
Originality 6
Graphics 9
Interest 7
Sound 7
Order code DALSP
Colour 8

...rice £6.75
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...rt your ground
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...nd the 4 skill

...ext in your Lynx
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...enemy troops
...panel here are
...nstruments

LOGIC 3

...efeat them. This is a
...d new adventure from
...nd new elaborate
...one of the many locations
...lient once again. From
...ic encounters with
...s through the bustle of a
...Market town to the Middle
...Ad beyond to the future
...ne is a must for history
...nd frustrated time travellers

...10
...s N/A
...city 8
...s 9

Order code LOTSF

...ne



Machine
48k
Joystick
No
Category
Adventure
Publisher
Automata

BONUS £4.95 PRICE

Price £10.00 Club price £7.50

...cult adventure from Automata ...hat will keep you busy for ...months? No probably years ...ssuming the Pi Man and some ...very high quality amusing graphics ...(also a free hit single and a ...chance to win £6,000)

Originality 9
Interest 8
Ratings 10
Graphics 7
Order code PIMAN
Sound 4
Colour 4

Sherlock



Machine
48k
Joystick
No
Category
Adventure
Publisher
Melbourne House

BONUS £3.45 PRICE

Price £14.95 Club price £12.95

Net at all elementary my Dear Watson! You play the character of Holmes. While other characters behave according to their own personality. The game uses a technique called 'English' which allows you Holmes to talk to the other characters to obtain information and crack the case. Throughout the game time is displayed by a clock on the screen and the detail is unbelievable for instance you can travel from Baker Street in a taxi to your destination but you must call the taxi, tell him your direction of travel and then pay him! The large vocabulary allows many different commands to be given but you must remember to leave time for Holmes to sleep! The game shows both text and graphical representation on the screen and can last for up to a month by saving it after each session. Superb entertainment brilliantly absorbing!

£5.45
g with
you
stones
well

Originality 10
Interest 10
Graphics 7
Order code SHERL
Sound n/a
Colour 8

Manic Miner



Machine
48k
Joystick
Kempston
Sinclair
AGF
Protek
Interface II
Category
Arcade Adventure
Publisher
Software Projects

Price £5.95 Club price £4.45

Willy the Miner has fallen down a disused mine shaft. His works has very three main the various levels collect keys and search for secret treasure. Manic Miner is a classic arcade game for the Spectrum – There are 20 caverns to penetrate each requiring its own ...ut of ingenuity to ensure success. A classic game that sets the standard others will be judged by

Originality 9
Interest 9
Ratings 9
Graphics 8
Sound 7
Colour 9
Order code MANSP

...ame
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...graphics
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...y 9
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...ur JETSE

Machine
48k
Joystick
No
Category
Arcade Adventure
Publisher
Phoenix Software

...for money
...for the price
...e arcade style

...e defeat your
...travelling the
...ds magicians
...which they travel
...up on earth
...seen hypnotising
...rthing. Who are
...ke Soothe where
...of their souls. The
...ower lies in a sack
...which you must
...first in the arcade
...play the adventure
...each at least level 4
...game. From here on
...of each level further
...in the adventure are
...ture playing skill is
...to scratch 'n sniff
...Pocket' which is a
...ful clues to help your
...Good value

Originality 8
Interest 7
Order code JOKWI

Mugsy



Machine
48k
Joystick
No
Category
Strategy
Publisher
Melbourne House

BONUS £4.95 PRICE

Price £5.95 Club price £5.45

From the publishers of the top selling Horace adventure. The Hobbit comes their newest ...venture. The game can ...best be described as a c...mic strip ...MUGSY featuring animated characters ...As Mugsy you must organise your gang and their dealings such as protection rackets and the purchase of weapons and ammunition and most important of all make sure that your gang stays on top.
Muscle in on the action!

Originality 10
Interest 9
Ratings 10
Graphics 9
Sound 9
Order code MUGSY
Colour 8

Sabre Wulf



Machine
48k
Joystick
Kempston
Sinclair
Interface II
Category
Arcade Adventure
Publisher
Ultimate

Price £9.95 Club price £8.45

From the publishers of Spectrum classics such as Atic Atac and Lunar Jetman comes SABRE WULF an arcade adventure set in the deepest jungle. Taking life and limb the deeper you explore, you will find more challenges you face hippos, rhinos, warthogs, tarantulas, bats and at least 30

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Spectrum Club

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WINTER ISSUE 1984/85

BUMPER 20 PAGE ISSUE

CHRISTMAS COMPETITION

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Christmas Competition

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2nd prize Currah µSpeech Synthesizer (worth £29.90)

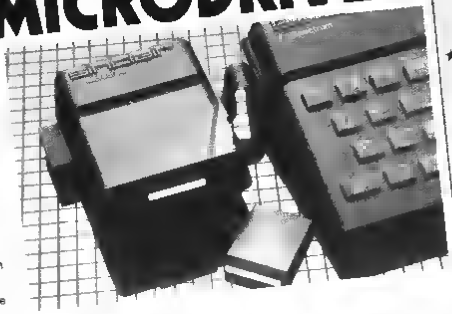
10 runner up prizes of free games software (each worth over £10)

To Celebrate the Christmas season Logic 3 are running a grand Christmas Competition with a ZX Microdrive and Currah µSpeech Synthesizer as first and second prizes

The ZX Microdrive complete with interface 1, is undoubtably the ultimate Spectrum add on allowing programs and data to be quickly saved and recalled. The Currah µSpeech is both powerful featuring an infinite vocabulary and easy to use

To enter the competition carefully read the reviews in this catalogue then answer the questions in the Quiz and mail your answers to Logic 3. All entries received before 31st January will be eligible for the competition. Prizes will be awarded to the first 12 correct entries drawn

Here's your chance to win these desirable Spectrum add ons but don't leave it too late make sure your entry reaches Logic 3 before the closing date!



CLUB SUCCESS

The Logic 3 Spectrum Club was launched in July 1984 and has been an outstanding success. Already more than half way to its target of 10 000 members in twelve months, the continuous growth of the club has kept Logic 3's staff working seven days a week just to keep up with demand.

Tony Tailer, Logic 3's managing director and coordinator of the Club, explains its success as follows. "With other clubs once a person has joined there is no more reason for the club to try to support its members who each month *have* to purchase a certain number of products from a short list. Our Club is different. Members have no obligation to purchase any products from the club so the pressure is on us to choose only the best quality products and offer the best possible prices. We also take a lot of pride in publishing independent reviews on all the products we carry and if we do not like something about a product we are not afraid so say so." Tony Tailer's policy of offering Club members a real service rather than just running "yet another mail order business" is winning new members all the time. But size by itself is not the main objective "as we grow so we will be able to improve our service to members still further and perhaps one day develop the club catalogue into a proper magazine." With the Christmas edition of the catalogue already running at a bumper 20 pages containing reviews of more than 180 products that day [illegible] quite soon!

LOGIC 3

Spectrum Club

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The best games for the Spectrum selected by o review panel and rated according to graphics, colour originality and

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Design your own ga

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Some good deals i and peripherals.

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Andrew Goltz du spent 6 years wit UK and internati instigated Comm Approved Prod third party softw

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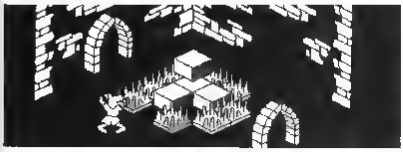
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NEXT MONTH

PCG February issue is out January 17th. Only 75p!

KNIGHT LORE -THE MAP



***Sabre Wulf, Underwurlde* and new *Knight Lore* – PCG's maps of Ultimate games are becoming quite a tradition! Our *Knight Lore* map will allow you to concentrate on getting through that castle as efficiently as possible from any of the different starting positions.**

After all, if you're to have any hope of solving the game you can't afford to waste time getting lost!

BOULDER DASH – THE METHOD

In this issue we named *Boulder Dash* on the Commodore 64 as our favourite game of 1984 (It's also available in a slightly less playable form on the Spectrum.) Next month we'll be giving a detailed series of playing tips on the game – including tested techniques for cracking the more difficult screens.

Also look out for a great competition to track down Britain's best *Boulder Dash* players.

World's greatest cheapo games

1984 saw the arrival of low price micro games in their thousands. Half a dozen companies are currently slugging it out in the under £3 range. Much of what they offer is mediocre and some is appalling but hidden amongst the dross a few titles stand out as cracking bargains.

Which are they? Next month we reveal the bargain basement beauties.

AMAZING NEW TITLES

Already our list of reviews for February looks very special. There's a Spectrum athletics simulation which has had our reviewers engrossed for hours but doesn't involve joystick waggling! There's an American multi-stage all action modern-day adventure on the 64 with astounding animation. And there's a smash hit on the Oric based on a department store.

We will also review *Backpackers Guide to the Universe* – can it live up to its billing?

Staff of Karnath – can Ultimate transfer their magic touch to the '64?

Spy v Spy – a breakthrough in two player action?

All the answers next month from the magazine which names the top micro games.

PLUS

- More tips on *Elite* from star-struck Beeb players.
- A great Vic 20 chariot race in the Challenge Chamber.
- The best competitions, gossip, news and playing tips anywhere.

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- ☐ VIC 20
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